

FINAL FANTASY VII REMAKE

ULTIMANIA®

アルティマニア

FINAL FANTASY VII REMAKE
ULTIMANIA

Edited by Studio BentStuff/DIGITAL HEARTS
Published by SQUARE ENIX

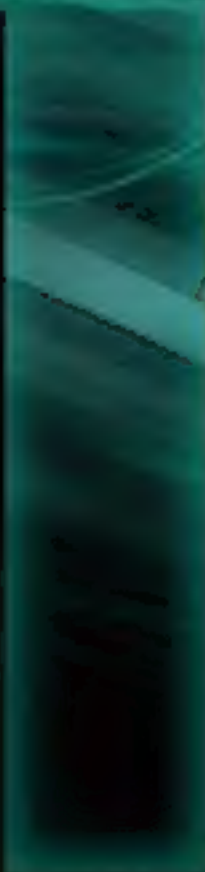


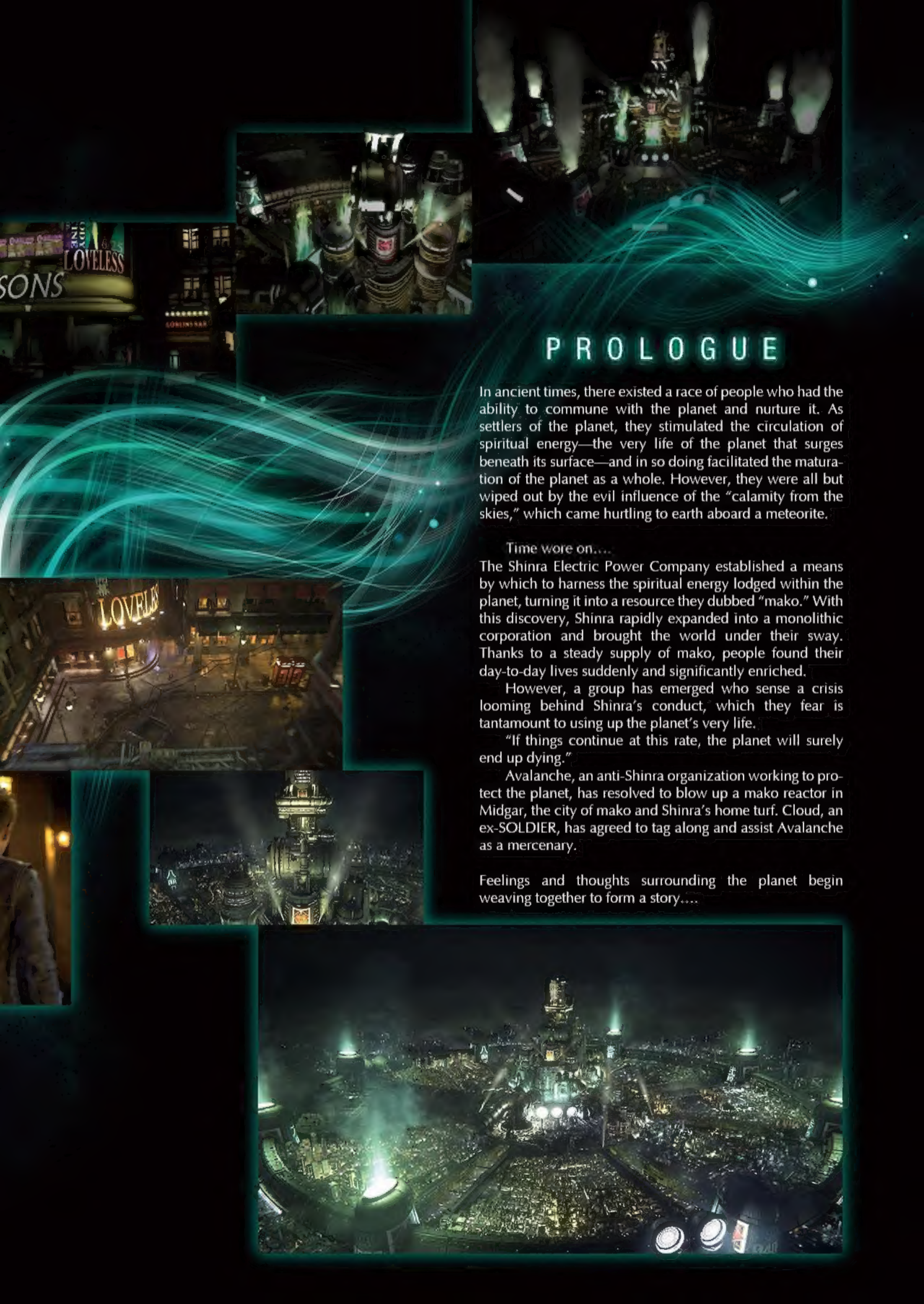
SE-MOOK
SQUARE ENIX



Reunion

With Your Memories





PROLOGUE

In ancient times, there existed a race of people who had the ability to commune with the planet and nurture it. As settlers of the planet, they stimulated the circulation of spiritual energy—the very life of the planet that surges beneath its surface—and in so doing facilitated the maturation of the planet as a whole. However, they were all but wiped out by the evil influence of the “calamity from the skies,” which came hurtling to earth aboard a meteorite.

Time wore on....

The Shinra Electric Power Company established a means by which to harness the spiritual energy lodged within the planet, turning it into a resource they dubbed “mako.” With this discovery, Shinra rapidly expanded into a monolithic corporation and brought the world under their sway. Thanks to a steady supply of mako, people found their day-to-day lives suddenly and significantly enriched.

However, a group has emerged who sense a crisis looming behind Shinra’s conduct, which they fear is tantamount to using up the planet’s very life.

“If things continue at this rate, the planet will surely end up dying.”

Avalanche, an anti-Shinra organization working to protect the planet, has resolved to blow up a mako reactor in Midgar, the city of mako and Shinra’s home turf. Cloud, an ex-SOLDIER, has agreed to tag along and assist Avalanche as a mercenary.

Feelings and thoughts surrounding the planet begin weaving together to form a story....





FINAL FANTASY VII REMAKE ULTIMANIA

ファイナルファンタジーVII リメイク アルティマニア

FINAL FANTASY VII REMAKE ULTIMANIA

ファイナルファンタジーVII リメイク アルティマニア

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This unofficial English edition does not contain the full book, only sections relevant to *Final Fantasy VII*'s story, world, and development. Sections which are included are white, excluded sections are gray.

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※ This volume is based on the game as it stood on April 10th, 2020.

※ Despite being white, the chapters in the Scenario section only contain the story recap and not the walkthrough pages.

WELCOME TO FINAL FANTASY VII REMAKE ULTIMANIA !!

I hope you'll excuse this personal story, but *Final Fantasy VII* is a very special game to me.

In 1997, our firm, Studio BentStuff, created a guide covering what was then Square's latest RPG. It was called the *Final Fantasy VII Kaitai Shinsho* [known to English-speaking fans as *Final Fantasy VII Dismantled*] and published under the Famitsu brand. Determined to create a game guide unlike any before it, we loaded it with all sorts of content and brought everything together into a cohesive whole. Thanks to the support of our audience, it became a book that many people have read, and one that continues to hold a special place in my heart.

Time went by and the *Kaitai Shinsho* transformed into what I dubbed the *Ultimania*, with its publisher shifting to Square Enix.

And so, in 2005, we produced the *Final Fantasy VII Ultimania Omega*, a heavy tome that thoroughly explored all those things we were unable to get to in the *Final Fantasy VII Kaitai Shinsho*. Then, in 2007, we were granted the opportunity to present the world with the *Final Fantasy VII 10th Anniversary Ultimania*, a memorial guidebook celebrating the 10-year anniversary of *Final Fantasy VII*'s release.

At the end of the *Final Fantasy VII 10th Anniversary Ultimania*, I left off with the following words, alongside a screenshot from the *Final Fantasy VII* opening movie produced as a tech demo for the PlayStation 3:

"We hope to meet *Final Fantasy VII* again!"

I can now reveal that when I wrote my wish about reuniting with *Final Fantasy VII*, I was in some ways resigned to the fact that such a day would never actually come.

This was because after seeing the PlayStation 3 version of the opening movie, it became clear to me what a tremendous amount of work would be required to recreate *Final Fantasy VII* with those sorts of realistic graphics. I suddenly realized that they would never invest that much manpower in order to remake a past title. I was convinced that *Final Fantasy VII* was a work that could only have been conceived and achieved in 1997 precisely because of how it was presented on the original PlayStation console.

However...

Spurred on by the passionate wishes of *Final Fantasy VII* fans around the world, Yoshinori Kitase, Tetsuya Nomura, and the development team working with them have made what was thought to be impossible a reality.

The *Final Fantasy VII* we played 23 years ago, whose character expressions and world environments we fleshed out with our own imaginations, has now been remade in Midgar using the latest technology. It is presented to us once again as a work brimming with realism that requires no supplementation from the audience.

As I continue to play, the lines, battles, and story from those days come floating back up from the depths of my memory.

Unraveling the game's tale with my reunited companions, it suddenly strikes me that this work is not merely a "remake."

Ah—what an elegant trick they've contrived for us....

At this point, it's impossible to predict what developments we can expect after escaping Midgar. With this guide in hand, we hope you'll be able to play every element of *Final Fantasy VII Remake* to its fullest and prepare for Cloud and his team's journey around the planet.

Studio BentStuff
Akira Yamashita





SECTION 01

壱

CHARACTER & WORLD

キャラクター&ワールド

FINAL FANTASY VII REMAKE ULTIMANIA

CLOUD STRIKE

クラウド・ストライフ

PROFILE

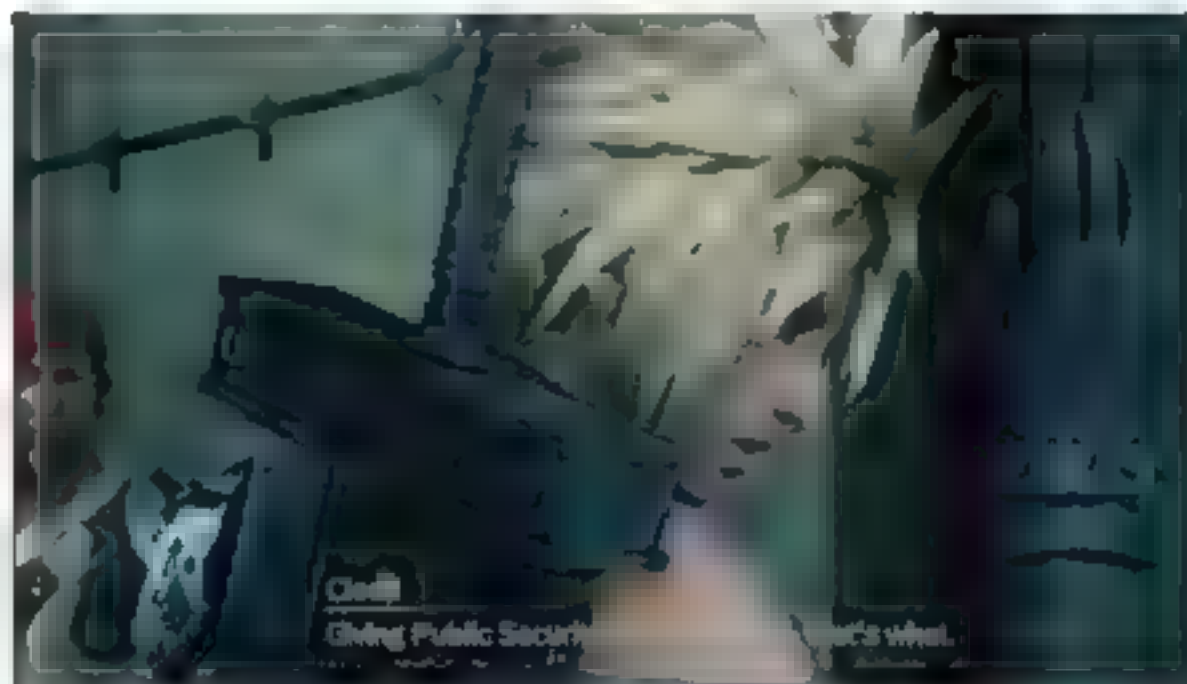
Age ▶ 21 Height ▶ 173cm
Birthday ▶ Aug 11 Hometown ▶ Nibelheim
Blood Type ▶ AB

VOICE CAST

Japanese ▶ Takahiro Sakurai, Yukihiro Aizawa (14-year-old Cloud),
English ▶ Cody Christian, Major Dodson (14-year-old Cloud)

A young ex-SOLDIER making a living as a mercenary

A young man who used to belong to Shinra's elite SOLDIER unit, he effortlessly wields a massive sword as long as he is tall. After parting ways with Shinra, he started his own mercenary business, where he undertakes a variety of jobs provided the price is right. At the invitation of his childhood friend Tifa, he cooperates with the anti-Shinra group Avalanche as a soldier for hire. He takes no interest in Avalanche's philosophy of saving the planet, nor does he sympathize with the cause, making it clear his involvement is nothing more than a job to him. However, through his interactions with the members of Avalanche, his feelings and outlook begin to change.



↑ He tends to act cool and confident in front of others and can often be seen showing off and making pretentious gestures



IMPRESSIVE WORDS

“Not interested.”

CHI

He interrupts Wedge and coldly brushes him off with these words. Wedge is struck speechless by Cloud's lack of interest in connecting as teammates and sadly lowers his gaze.



“No contract, no obligation.”

CHI3

When Cloud lends a hand with Avalanche's operations, he stubbornly treats it as nothing more than work. Because of his efforts to maintain this stance, he makes no attempt to open up to others any more than necessary, and incessantly talks about his own compensation.



“Nailed it, I know.”

Thank you. Moving on.”

CHI7

Seeing Tifa's astonishment at how he looks, Cloud quickly fires off this response and shuts down any opportunity for further questioning. His tone of voice is filled with an urgent desire to move away from the topic of his appearance.



SECTION 01

壹

CHARACTER & WORLD

キャラクター&ワールド

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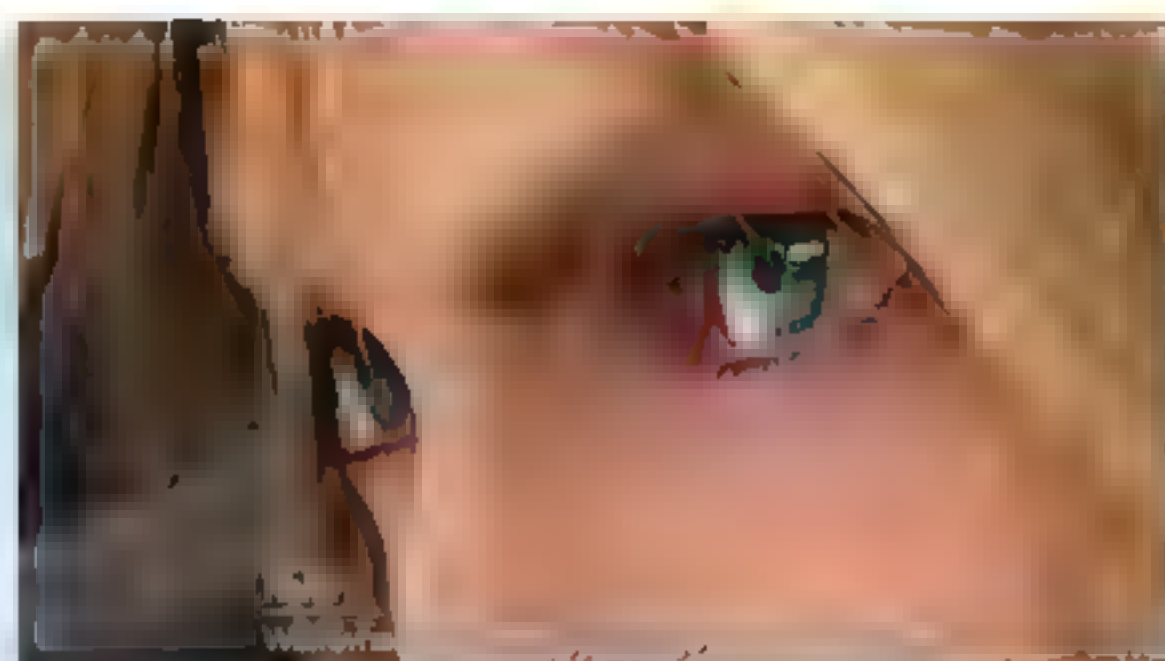
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TOPICS OF CLOUD



The Self-Styled 'Ex' SOLDIER

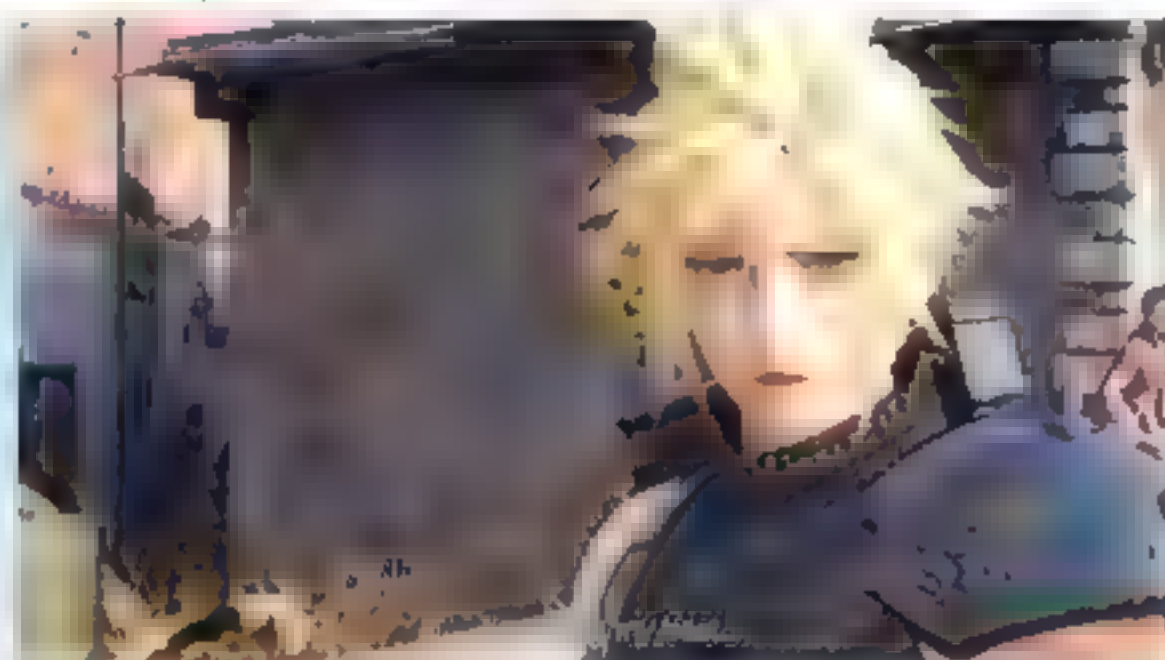
There are several scenes where other people ask Cloud if he's a SOLDIER, to which he responds with the correction 'ex-SOLDIER.' His words and behavior reflect a strong effort on his part to assert that although he possesses the same powers as a SOLDIER, he's no longer one of Shinra's pawns. It may be that he's trying to use this "ex-SOLDIER" title as a means to underscore his opposition to Shinra.



↑ Despite being suspicious about how Cloud styles himself, Reno recognizes he must be a SOLDIER after seeing the characteristic eyes of one who's been bathed in mako

The Unfriendly Mercenary

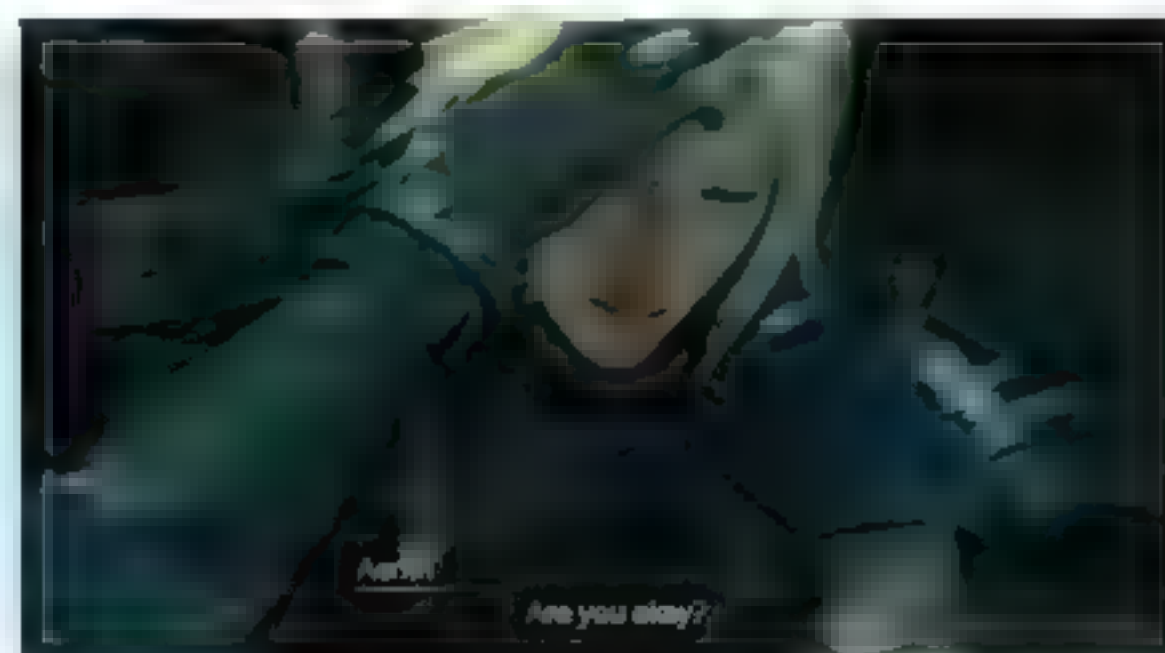
Despite working as a mercenary who helps people in need—a job where connecting with others is essential—Cloud is quite poor when it comes to socializing. Although he fulfills his contracts to a tee, he remains as unsociable as ever and seems to have some difficulty interacting with people. Ultimately, Cloud ends up taking on tasks in the slums only when he's accompanied by Tifa or Aerith.



↑ Cloud, who makes no effort to get along with others even at the best of times, is repeatedly warned by Tifa about his facial expressions

The Mysterious Headache Episodes

When he least expects it, Cloud will be struck by a violent headache. These headaches are often accompanied by visual hallucinations, such as images of Sephiroth, the man with whom his fate is bound up; fragments of past memories; and even visions that seem to show glimpses of the future. As such, there are too many mysteries at work for these to be dismissed as mere headaches. It would seem there's more than one cause behind these menacing episodes....



↑ A headache strikes Cloud, drowning out what other people are saying as if to intercept any information that would prove harmful to him.

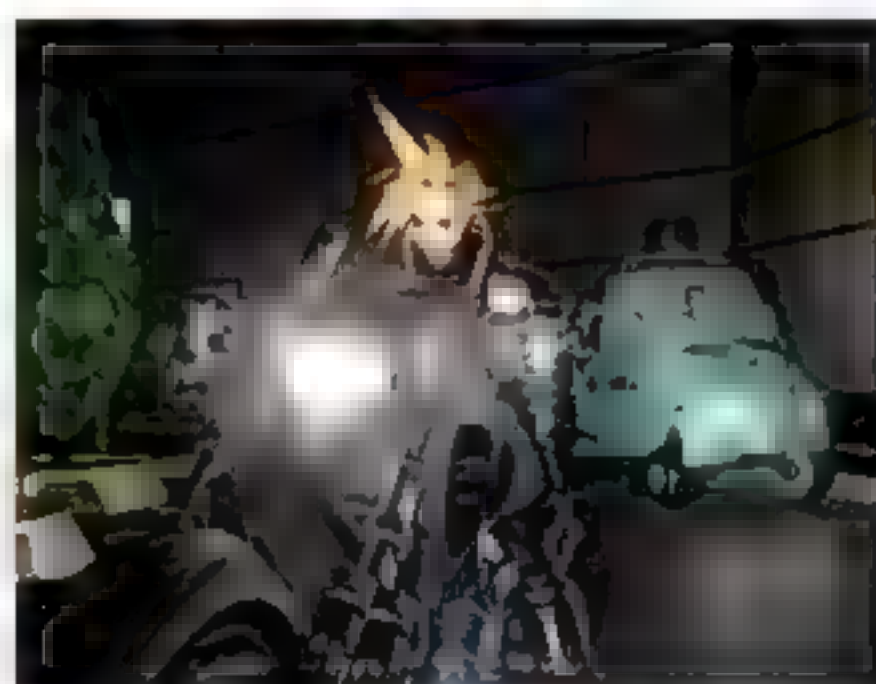
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As a self-styled ex-SOLDIER, he gives off the initial impression of a cool and reliable combat expert. However, as the game's journey progresses, he begins to show signs of instability, such as suffering from mysterious voices that echo in his head. The cause of all this is buried in his past, and many players have been shocked to discover the truth behind his identity.



← As a combat veteran, he shares his knowledge with a dose of humor in the Beginner's Hall



↑ His spiky head is his trademark. Together with his brightly-colored hair, it makes him stand out even at a distance



BARRET WALLACE

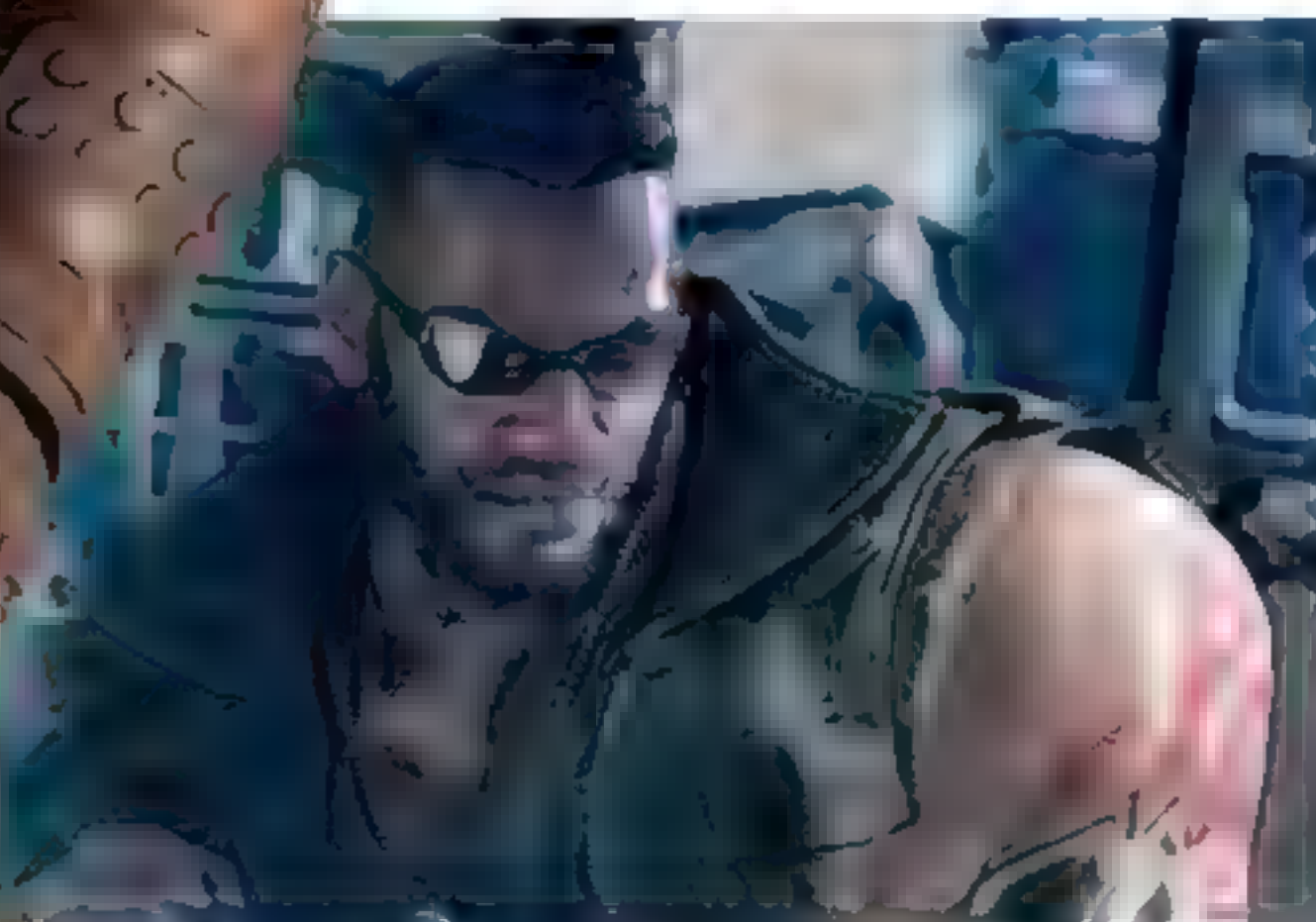
バレット・ウォーレス

PROFILE

Age ▶ 35 Height ▶ 197cm
Birthday ▶ Dec 15 Hometown ▶ Corel
Blood Type ▶ O

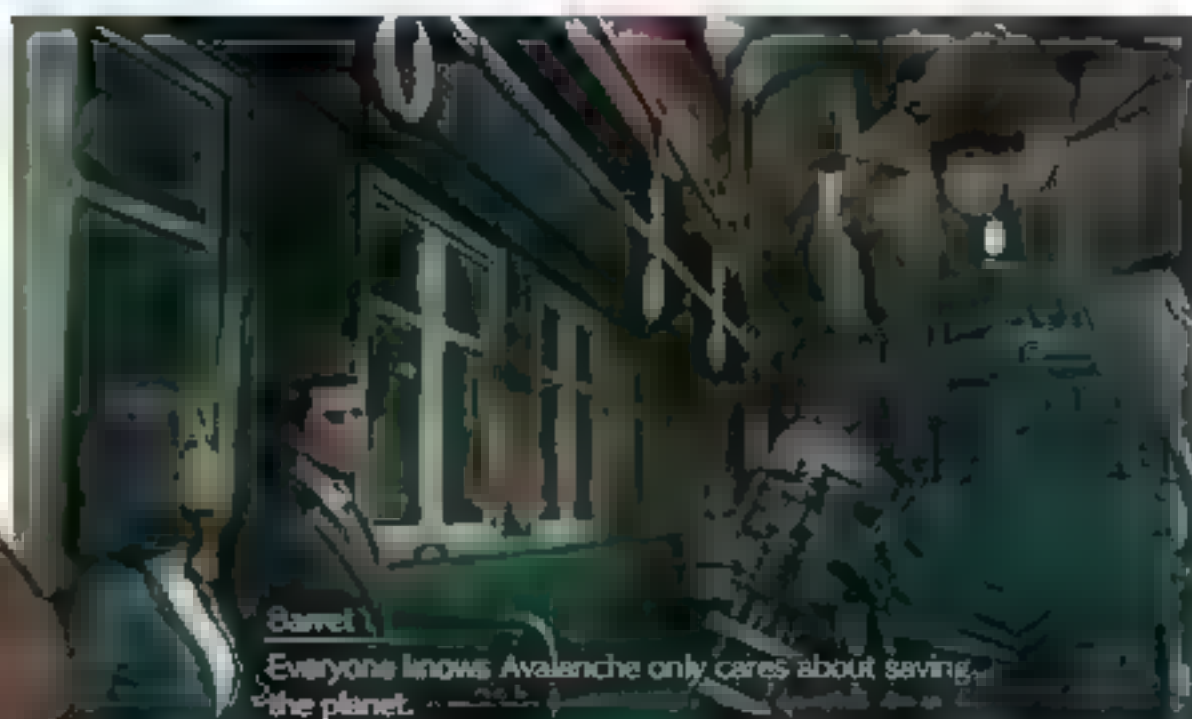
VOICE

Japanese ▶ Masahiro Kobayashi
English ▶ John Eric Bentley



An impulsive and outspoken fighter whose hatred for Shinra burns brightly

The leader of Avalanche, an anti-Shinra organization operating out of the Sector 7 slums. The hostility he feels toward Shinra is second to none, and he carries out radical acts against the company under the banner of protecting the planet. Although he's hired Cloud to help execute the Mako Reactor 1 bombing mission, he has little trust for someone who used to belong to Shinra. When he's not in combat, he keeps vigil over the Sector 7 slums, helping maintain peace in the neighborhood. Around his one and only daughter Marlene, he lets down his guard as a loving, doting father.



↑ He's a hot-blooded type who's quick to lose his temper. He can't help but bully a group of Shinra staffers who happen to be riding the train.

IMPRESSIVE WORDS

"You gonna stand there and pretend you can't hear the planet crying out in pain? I know you can!"

CH1 *speaking to Cloud passionately about the importance of the planet*

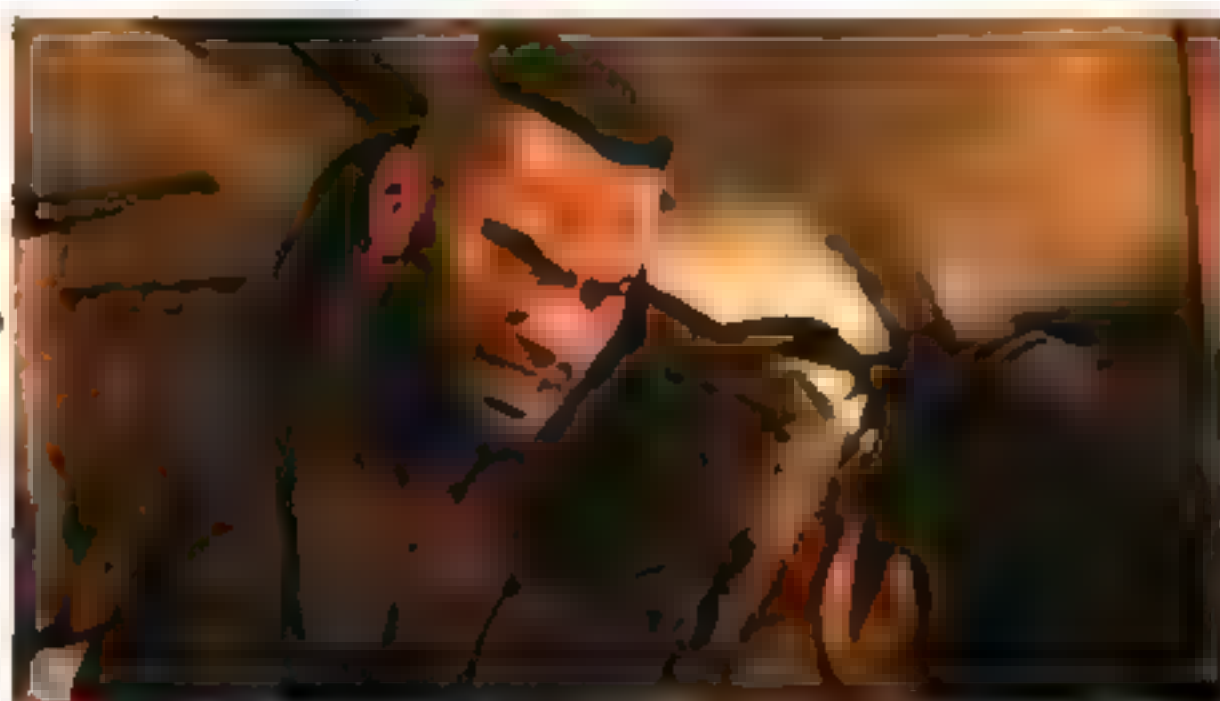
If the planet's "blood" continues to be sucked out, its life-force will eventually be exhausted. Barret's frustration only grows when Cloud coldly snubs this heartfelt plea.



"Y'all gotta look at the bigger picture here. Nothing worth fighting for was ever won without sacrifice."

CH2 *to his companions as they grapple with the fallout from the mako reactor*

Seeing the members of Avalanche shaken by the unexpected scope of the mako reactor explosion, Barret makes this firm declaration in an attempt to rally their courage. His unrelenting determination to fight Shinra is on full display.



"That's right, honey, I do say that. What a good girl you are, remembering Daddy's lessons."

CH3 *speaking to Marlene, his daughter, as she reminds him of his father's teachings*

The thorny attitude Barret takes toward Cloud does a complete 180 as he overeagerly dotes on Marlene. She's as cute as an angel, and he's quickly defanged in front of her.



SECTION 01

七

CHARACTER & WORLD

キャラクター&ワールド

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Cloud

Tifa

Aerith

Red XIII

Sephiroth

Sector 7 Characters

Sector 5 Characters

Sector 6 Characters

Shinra Characters

Miscellaneous Characters

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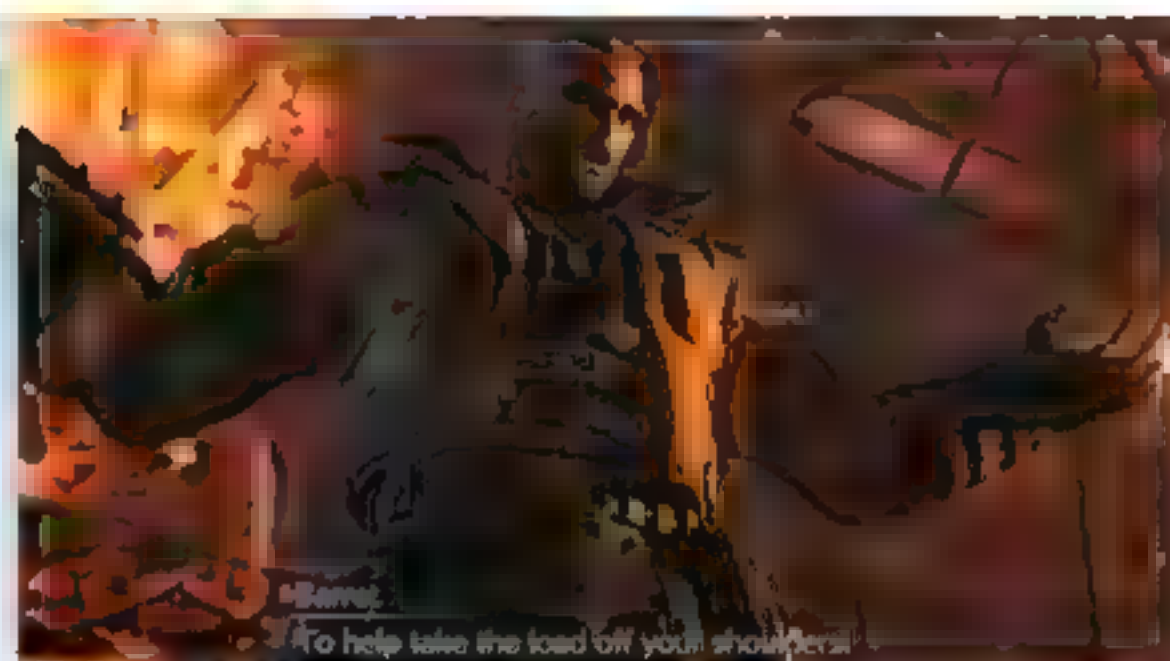
Keyword Commentary

TOPICS OF BARRET



The Leader of Avalanche

The Avalanche to which Barret and his crew belong is a splinter cell working independently from Avalanche HQ due to operational policy differences. Barret has steered his group down a more dangerous militaristic path, leading his members—including Biggs, Wedge, and Jessie—as they conduct their own separate operations in Midgar. Though he often loses perspective when he grows impassioned, he seems to enjoy a certain degree of popularity.



↑ He doggedly leads his crew along, bravely assuring the members of Avalanche he'll shoulder all their troubles and fears

His Deep Love for Marlene

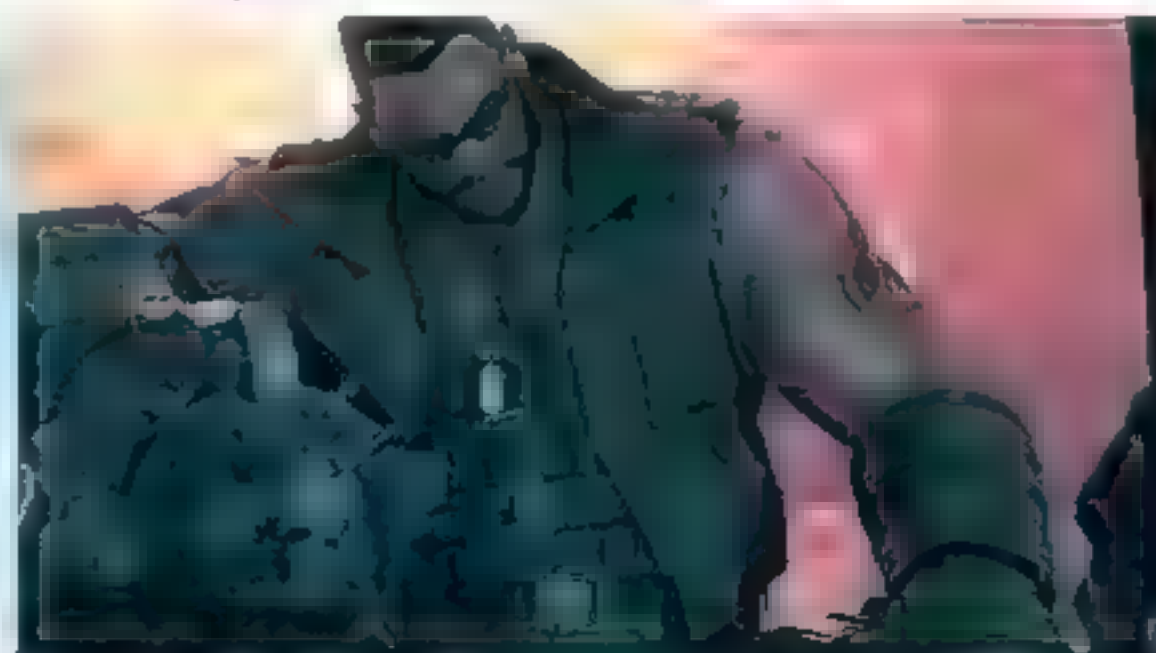
Barret's motivation to live lies in his beloved daughter Marlene. Deep down in his heart, he wishes he could be by her all the time. However, in order to continue his fight against Shinra, he can't allow himself to admit it, even though it pains him to leave his daughter feeling lonely. Perhaps Barret's overindulgent parenting comes from a desire to cherish his limited time with Marlene as much as he possibly can.



↑ He's so anxious about his daughter's safety that he barges into another person's home and raises his voice, blind to everything and everyone around him wherever Marlene is concerned

The Man with a Gun for His Right Arm

After being wounded during an incident in the past, Barret's right arm was surgically remodeled and reborn as a prosthetic limb to which firearms can be interchangeably attached. His trusty Gatling Gun was custom made for fighting Shinra weaponry, and has proved a continuous source of support over the years. To Barret, the gun on his right arm has been an indispensable and precious partner in a cruel, conflict-filled life.



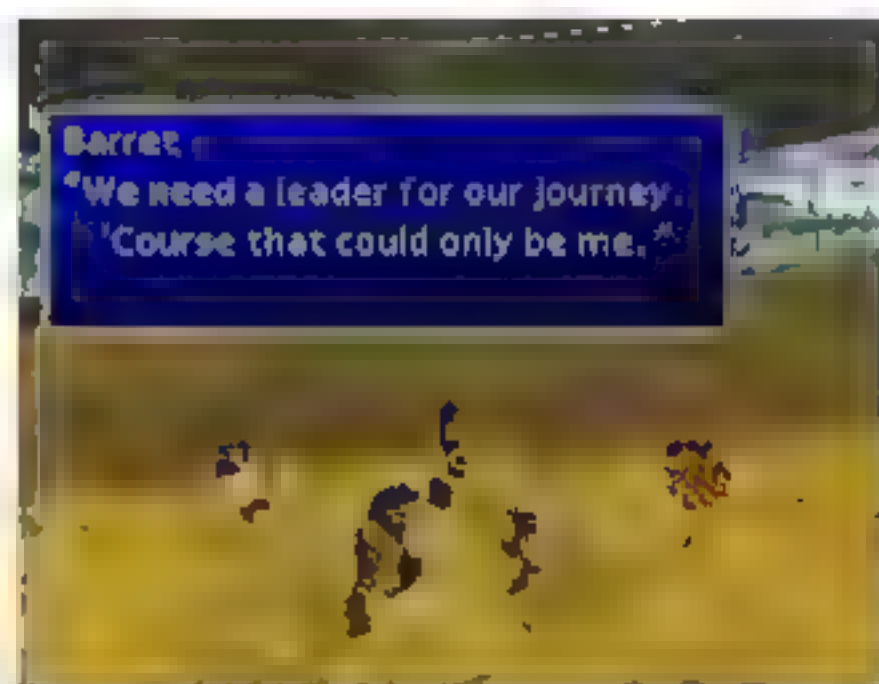
↑ Depending on the weapon he equips, it can also be used in close combat. Some of them are rather unique, like an iron ball



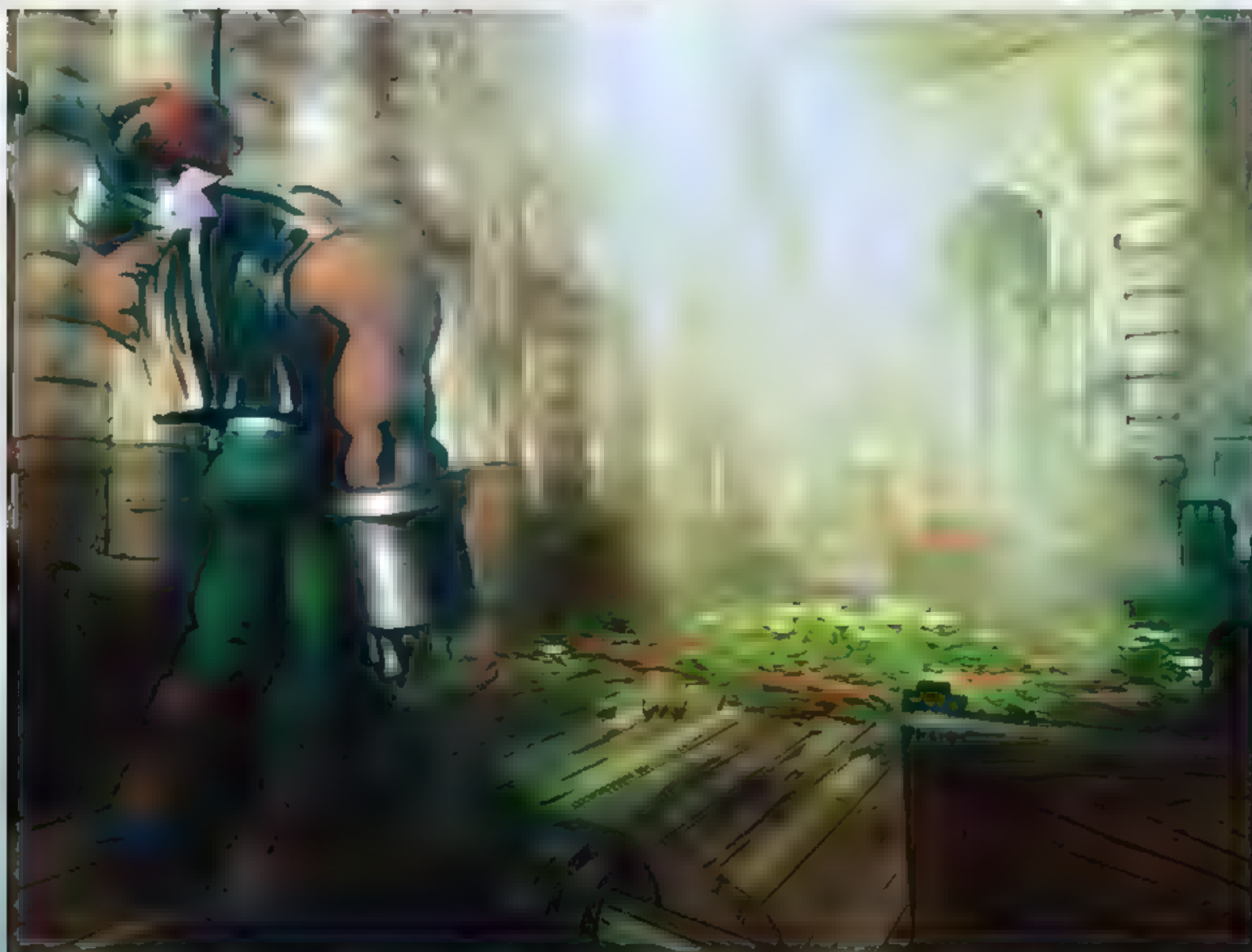
He's not very good at using his head and tends to go with what others decide on, but he's exceptionally spirited and ready to take action. When Cloud and Tifa are troubled and confused, he forcefully drives them onward. Initially, he's motivated to fight by his desire for revenge against Shinra, the company that robbed him of his hometown. However, through his journey with Cloud and the rest of the party, his reason for fighting changes to protecting Marlene's future.



← Despite being taught by Cloud how to use materia, he can't understand it at all and grumbles his annoyance



↑ He wants to be in charge, but lacking prudence, he fails to gain the others' support



TIFA LOCKHART

ティファ・ロックハート

PROFILE

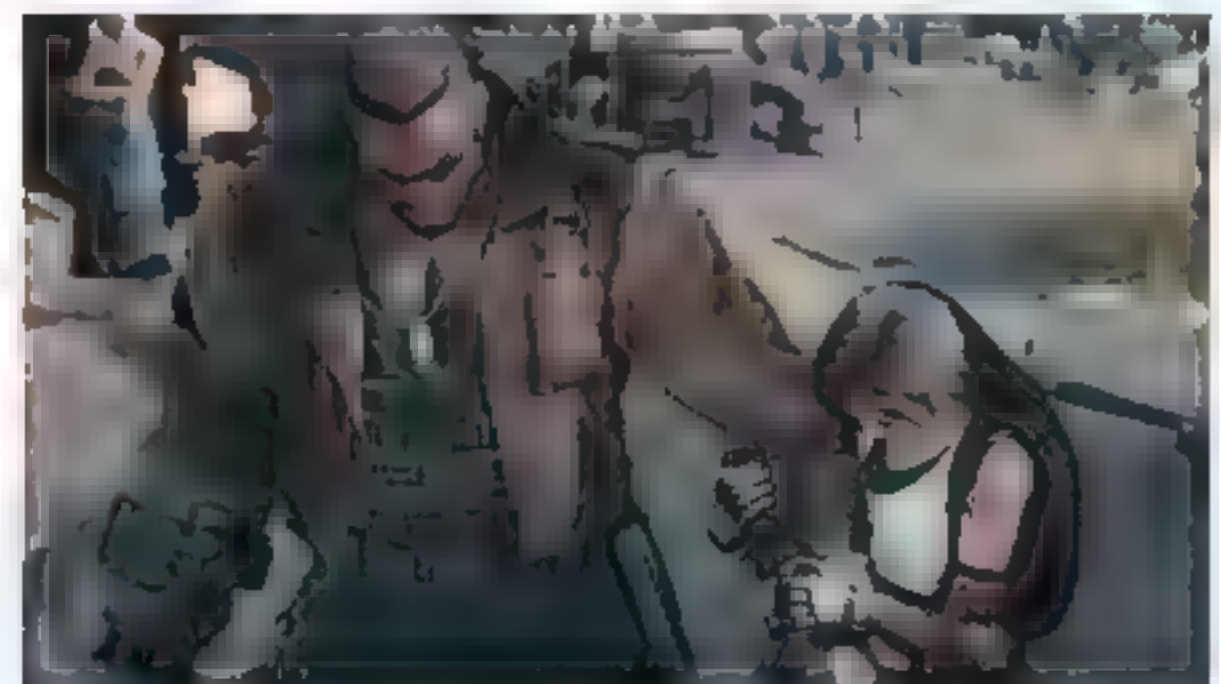
Age ▶ 20 Height ▶ 167cm
Birthday ▶ May 5 Hometown ▶ Nibelheim
Blood Type ▶ B

VOICE CAST

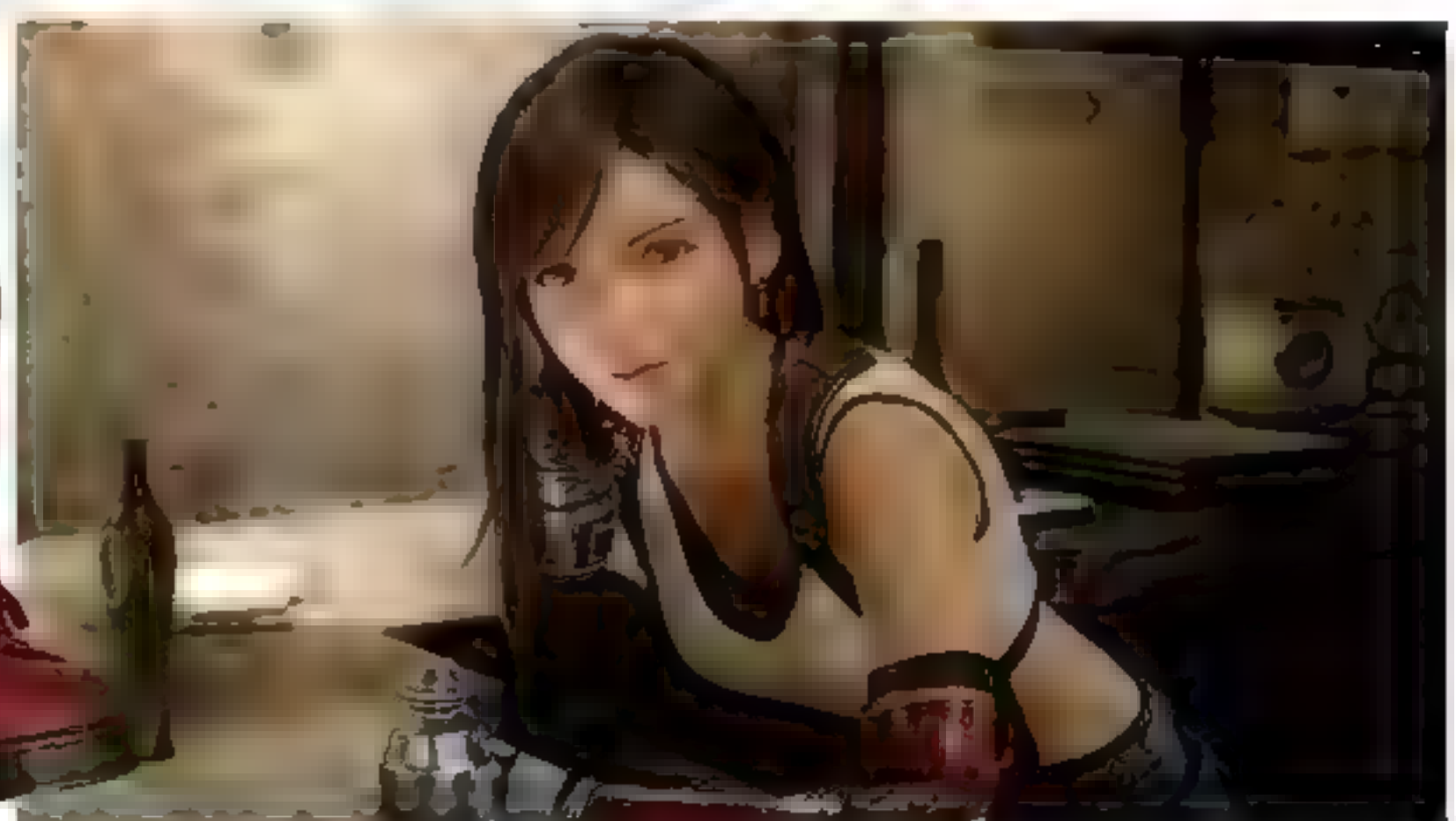
Japanese ▶ Ayumi Itō, Ayaka Mitsumoto (8–13-year-old Tifa)
English ▶ Britt Baron, Glory Curda (8–13-year-old Tifa)

A martial artist with a wavering heart who keeps her doubts to herself

A member of the anti-Shinra group Avalanche, she runs a bar called Seventh Heaven where the organization has its hideout. Despite viewing Shinra as an enemy, she struggles to come to terms with radical operations that embroil the lives of ordinary citizens, such as bombing mako reactors. In the midst of this emotional turmoil, she reunites with her childhood friend Cloud and invites him to help out with Avalanche's mission. She always acts cheerful to those around her, but in reality she's a reserved person who tends to keep her concerns to herself.



↑ She's always considerate of those around her, holding Barret back when he stubbornly tries to assert himself

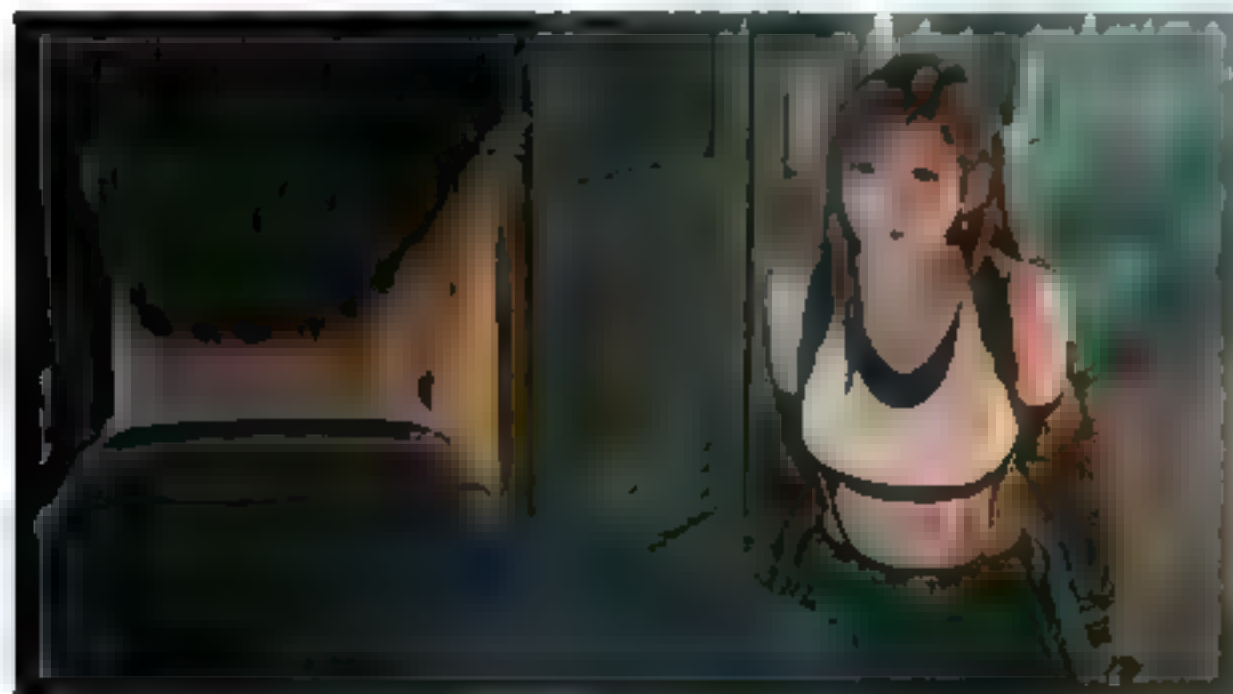


IMPRESSIVE WORDS

“I’m in a real bind.”

CH10 *It's time to ask Cloud for help.*

Though she acknowledges nothing will change if Avalanche keeps doing things the way they have been, she disapproves of the militaristic path the group is treading. Hinting at a promise they once made, she asks Cloud for his support.



“I don’t care. I don’t want anyone to die. Please!”

CH5 *Don't let anyone get hurt! Please!*

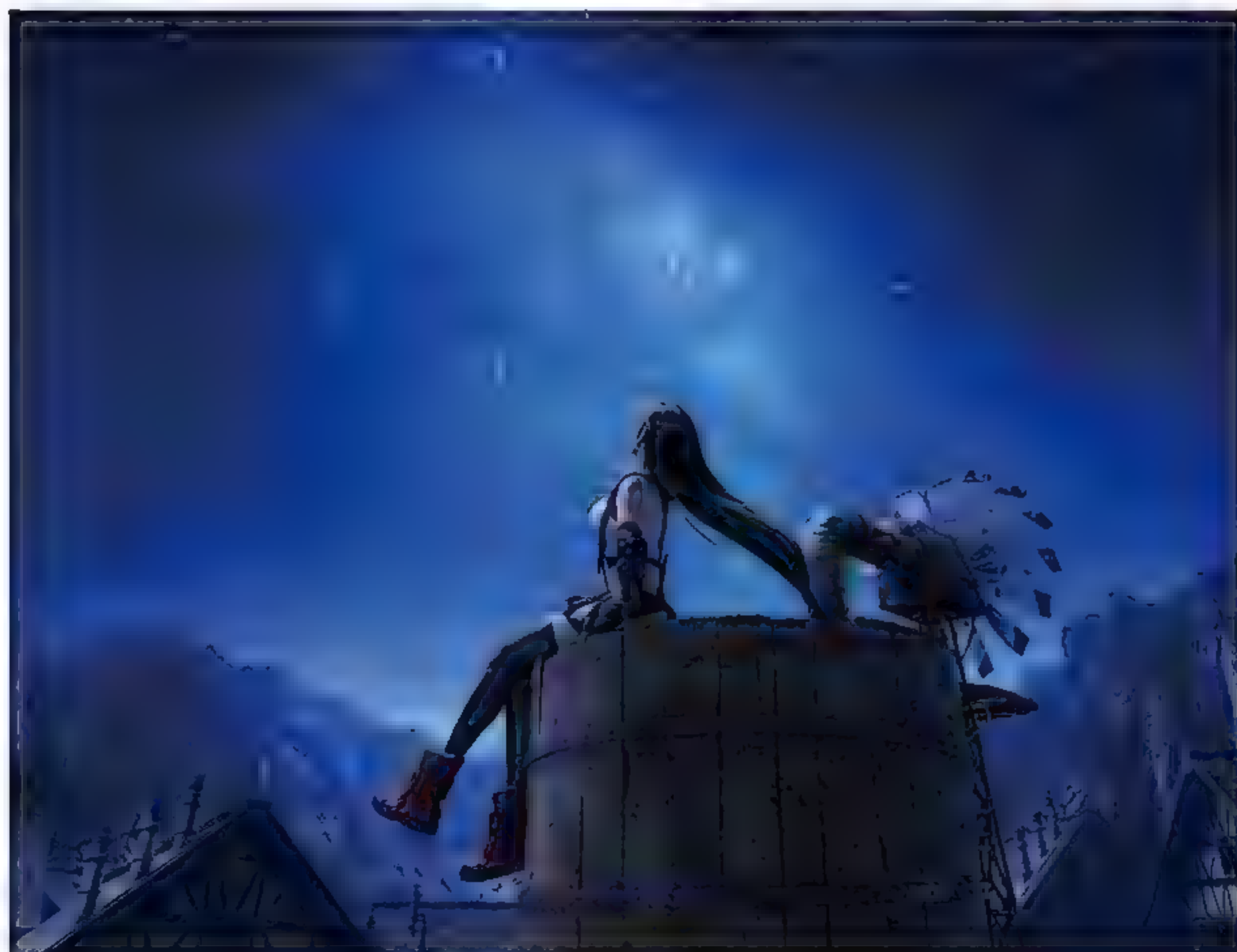
She prioritizes the safety of citizens over her own personal desire to take down Shinra. Amid the mayhem of the security drones raiding the train, she entrusts the Shinra Middle Manager with helping everyone evacuate.



“Deep down, you’re a pretty nice guy. Didn’t see it when we were kids, but...”

CH14 *Preparing Cloud for making a good mercenary.*

Watching Cloud do work as a mercenary, Tifa notices a whole new side to her childhood friend. Although he’s not the most courteous person, she likes the kindness she sees in him.



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TOPICS OF TIFA



The Pretty Poster Girl for Seventh Heaven

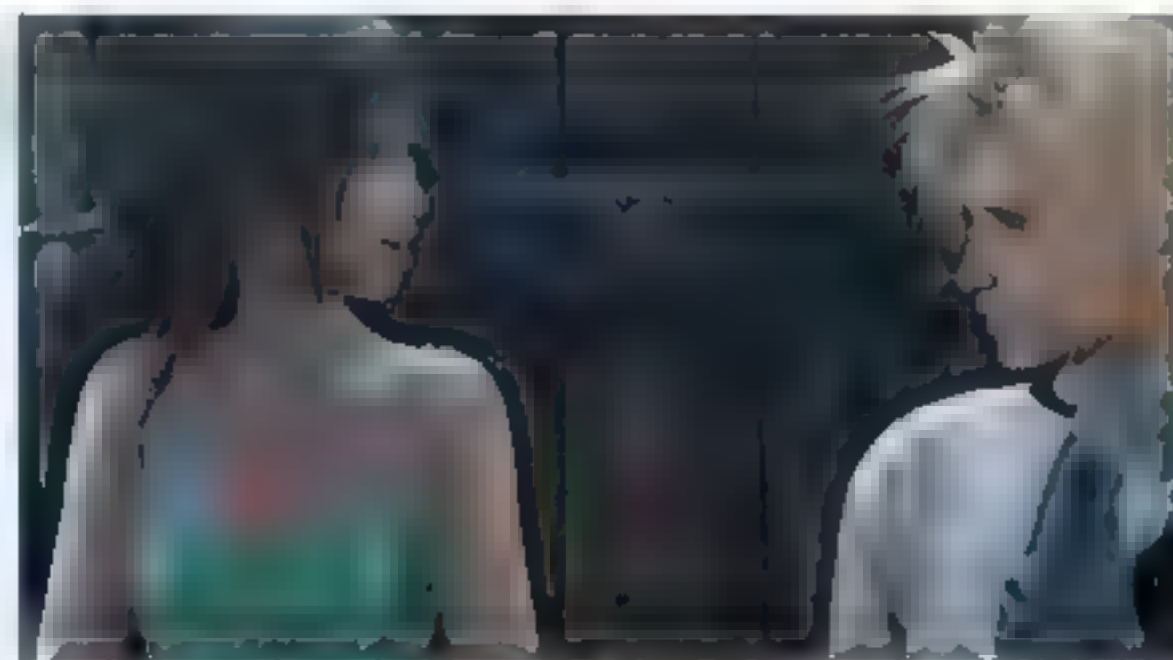
A popular hostess who prepares food and serves customers as they kick back at Seventh Heaven, Tifa is a minor celebrity around the Sector 7 slums. Her delicious cooking is particularly famous and well regarded by men and women of all ages. According to Wedge of Avalanche, Tifa's cooking is the reason his belly grew to such an impressive size.



↑ Her cocktail-mixing skills are also exceptional. She'll sometimes offer guests a special drink tailored to match their style

A Promising Childhood Promise

Seven years ago, when Cloud was preparing to set out from their hometown of Nibelheim, Tifa made a promise with him: "One day when we're older, if I'm ever trapped or in trouble, promise you'll come and save me." Though rooted in a jejune heroine fantasy of being rescued in a pinch by her hero, this promise is clearly etched in Tifa's memory.



↑ When Cloud shared his dream of becoming a SOLDIER, the young Tifa asked him to play the part of her "hero"

An Expert of the Zangan-Style Martial Arts

Though normally a kind hearted person, when it comes to combat, Tifa is a martial arts dynamo who skillfully attacks with the full force of her limber arms and legs. A former pupil of the itinerant martial artist Zangan, she learned the art of fighting from her master and continues to refine her skills and form. She's strong enough to make mince meat out of an ordinary man, and many is the playboy who walked away bloody after trying to lay a hand on her.



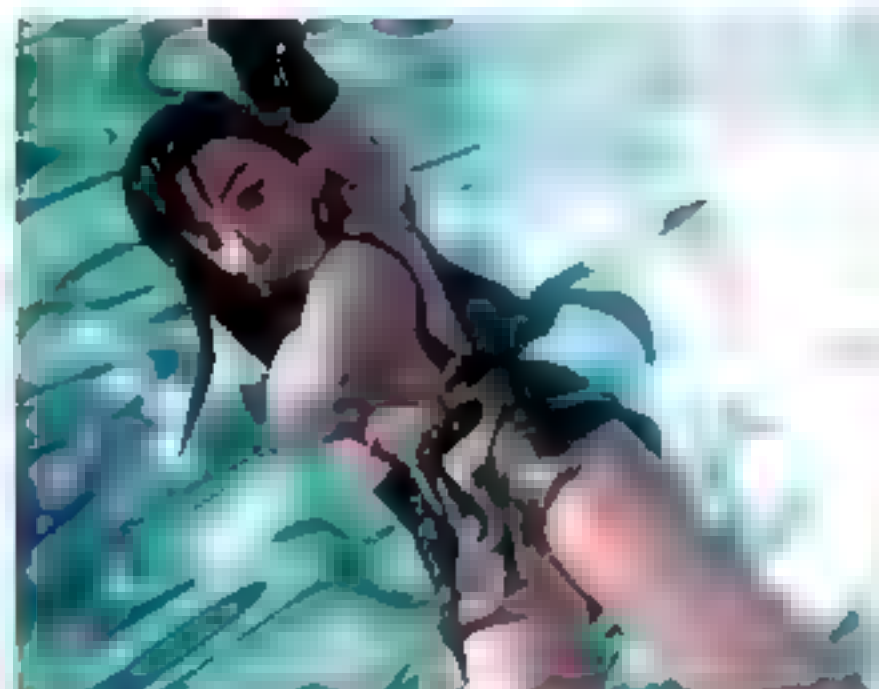
↑ Even when she finds herself up against Corneo's lackeys, she keeps her cool and turns the tables. A challenge like this is no sweat for Tifa



She finds it strange how Cloud's version of the past conflicts with what she remembers, but avoids pressing the issue and decides to continue watching him closely. She wears a tank top and miniskirt—an outfit that's quite revealing and easy to move around in. When climbing the emergency stairwell in the Shinra Building, there's a short scene where she grows embarrassed and makes Cloud and Barret go ahead of her.



← Her limit break works in a unique way. She unleashes a flurry of consecutive techniques according to the results of the stopped reels.



↑ Her socks are shorter and more of the skin on her legs is exposed



AERITH GAINSBOROUGH

エアリス・ゲインズブール

PROFILE

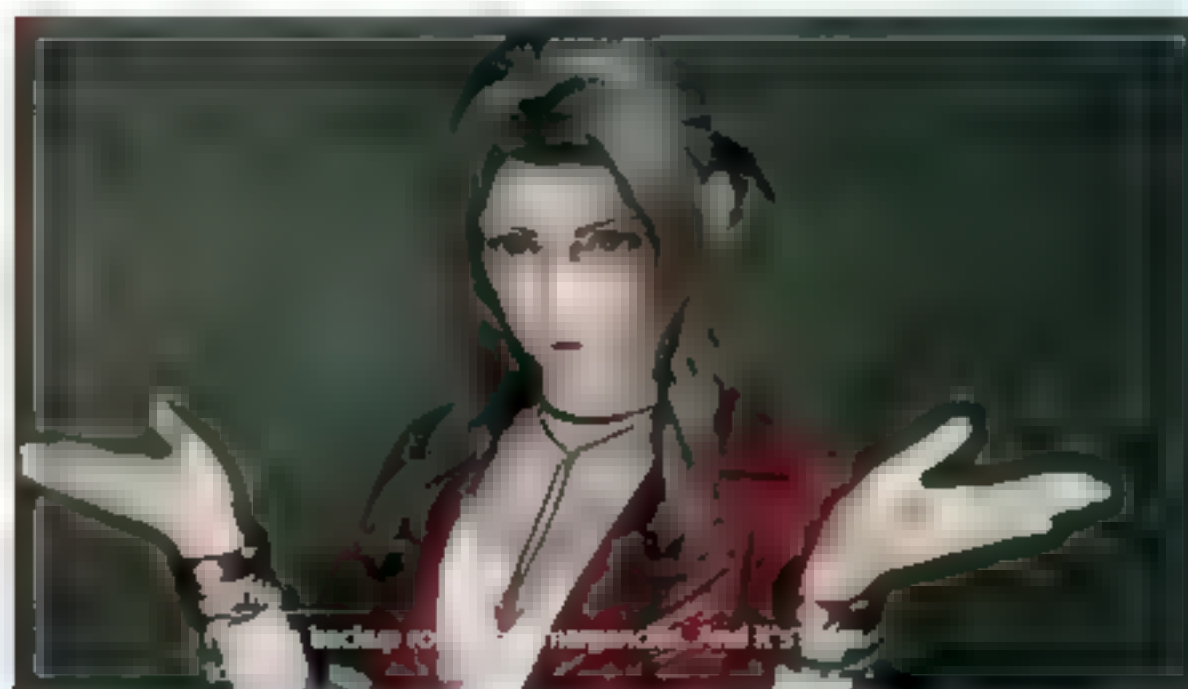
Age ▶ 22 Height ▶ 163cm
Birthday ▶ February 7 Hometown ▶ Icicle Inn
Blood Type ▶ O

VOICE CAST

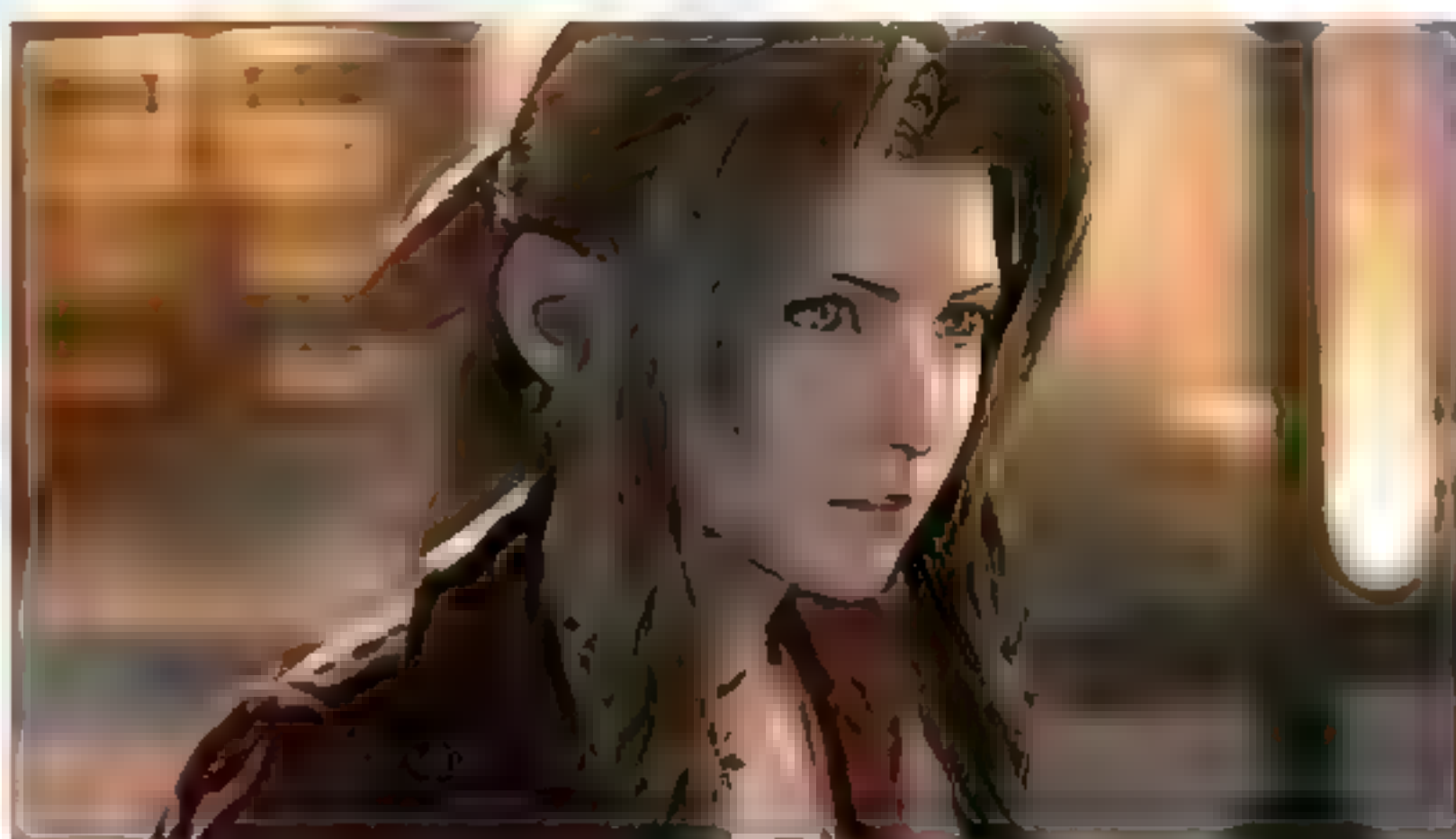
Japanese ▶ Maaya Sakamoto, Chihiro Tanaka (7-year-old Aerith)
English ▶ Briana White, Capn Oliver (7-year-old Aerith)

A stout-hearted girl whose eyes are fixed on the future

A flower seller who lives in the Sector 5 slums. She's a survivor of the Ancients, a race capable of hearing the planet's voice, and has been placed under surveillance by Shinra as they seek to utilize her abilities. Despite the cruelties she's endured since childhood, she has a cheery sort of innocence and always maintains a positive attitude. She has a fateful encounter with Cloud in downtown Sector 8 on the night of the Mako Reactor 1 explosion. When they reunite later at a church in the Sector 5 slums, she asks him to serve as her bodyguard.



↑ Despite her delicate appearance, she's strong-willed and resilient from being raised in the slums. She has detailed knowledge of all the slum's back roads and hidden passages.

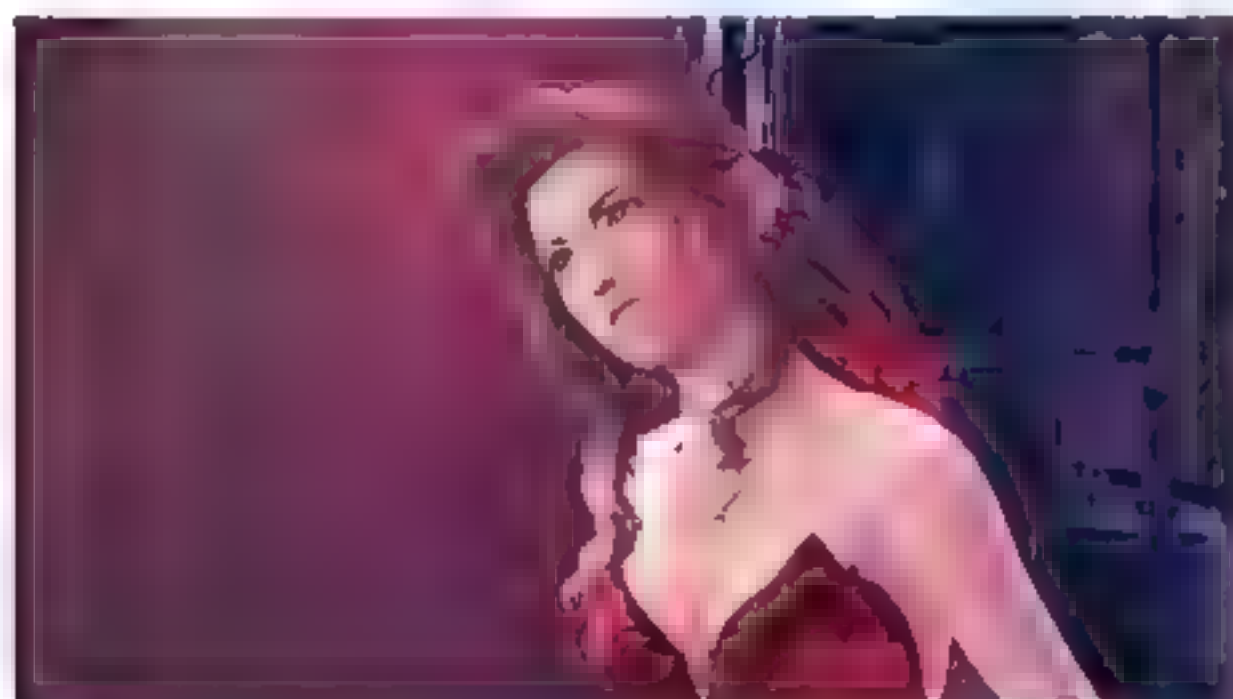


IMPRESSIVE WORDS

“A lot, huh? One date ought to do it.”

CH8 Proposing a reward for Cloud's bodyguard's services

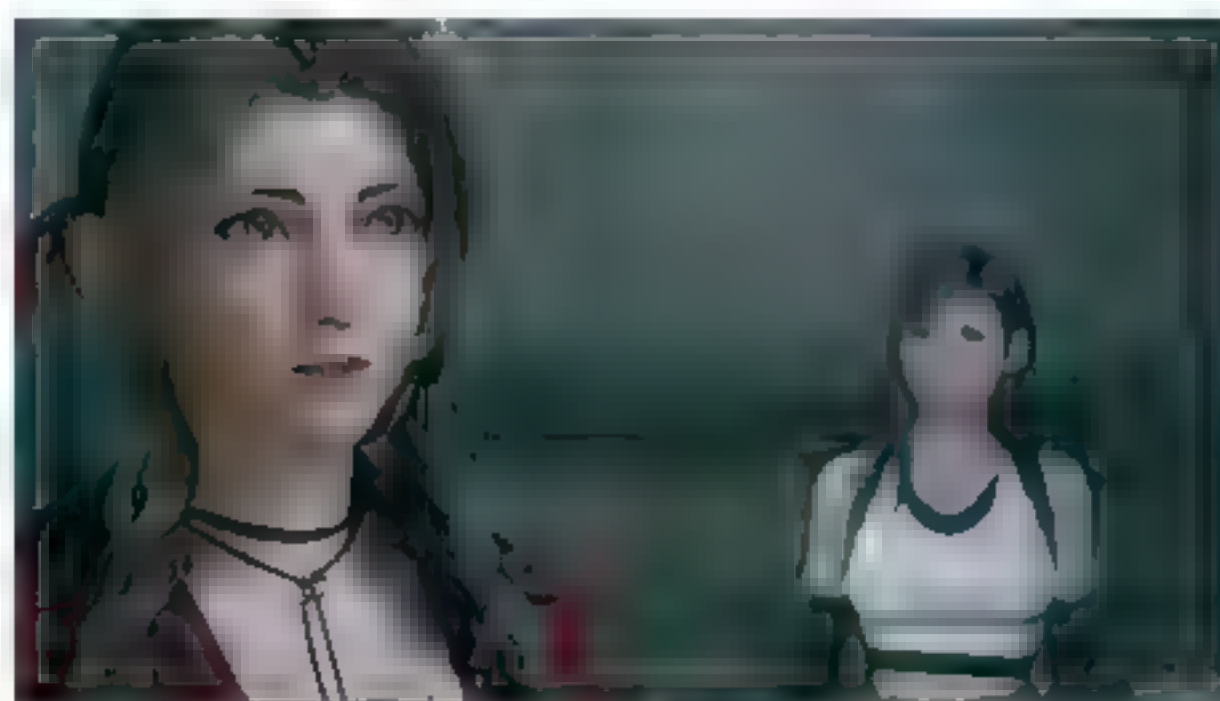
She mischievously makes this suggestion when Cloud says bodyguards don't come cheap. Her unexpected reward is enough to make even Cloud do a double take.



“This is our plan, and you'll learn to love it. So! Here's how I think we should approach him.”

CH9 Reminding Cloud of his quest as a member of the Mako Mafia

No matter the situation, Aerith maintains a positive outlook and tries to find a solution to the matter at hand. Her words are reassuring and full of hope, but Cloud hears only a merciless decree that cuts off any chance of escape.



“The future isn't... set in stone. That's what I always tell myself.”

CH10 Encouraging Tifa as she imagines the future

Aerith gently cheers Tifa on when she's overwhelmed with worry after learning of Shinra's terrible plan. She urges her not to give in to despair but to keep moving forward, trying her best to help Tifa avert an unhappy future.



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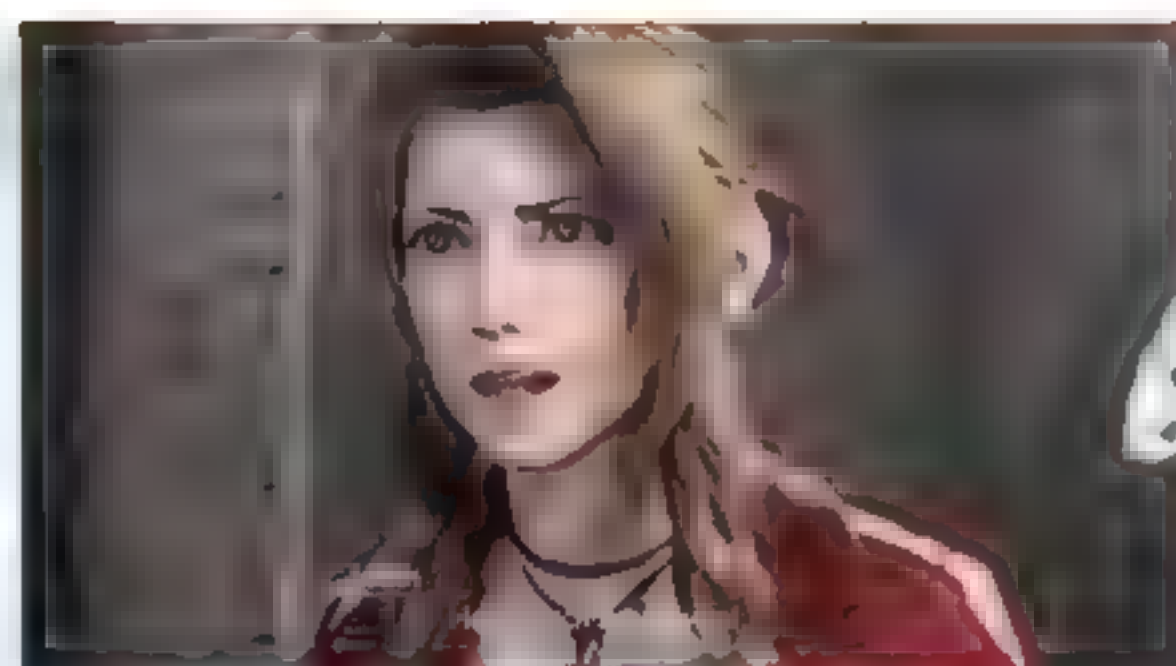
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TOPICS OF AERITH



The Florist Who Grows Real Flowers

Aerith cares for flowers at the church in the Sector 5 slums as well as in her own front yard. In Midgar, where the soil is all but barren due to the mako reactors, genuine flowers are treated like treasure, though there are still some places nearby where they can grow. Aerith sells the flowers she raises to passersby in downtown Sector 8 and other places. She also makes deliveries to the nearby Leaf House as well as the neighborhood doctor.



↑ Aerith raises her flowers with love. She can't help but shout reprovingly at those who trample her flower beds.

The Beloved of Two Mothers

As the last surviving Ancients, Aerith and her mother Italna were forced to live a life of confinement in Shinra's laboratories. When Aerith was seven years old, she escaped from the Shinra Building with Italna's help, only to be parted from her birth mother when Italna died on a train platform in the slums. Aerith was taken home by Elmyra, who happened to be there at the time, and raised as her daughter thereafter.



↑ A cheerful and talkative child, Aerith instantly opened up to Elmyra, and the two formed a bond as strong as any real family's.

Her Mysterious Relationship with the Turks

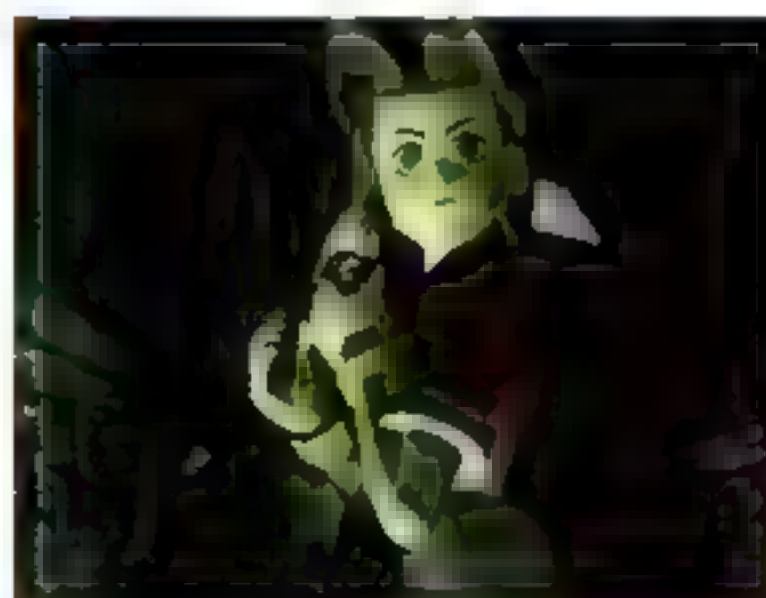
Aerith was confined to the Shinra Building at a young age, and even after fleeing to the slums, she continues to be closely monitored by Shinra. This surveillance work has been assigned to the Turks, and Tseng, the head of the unit, has become a familiar face over the past dozen or so years. It would seem the other Turks also had occasion to visit Aerith's house, and Aerith appears to have had enough contact with them to understand each one's personality.



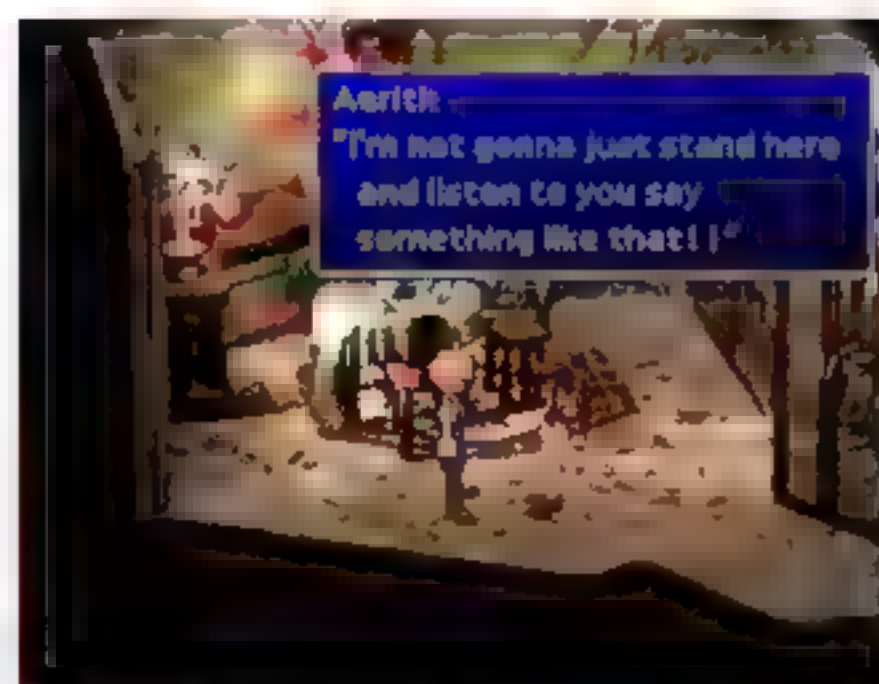
↑ She knows Reno and Rude by sight. Though she bears no ill will toward Rude, she's not about to stand down and let him have his say.



Though she sells Cloud a flower for just one gil during their encounter in Sector 8, she's quite the shrewd businesswoman, charging the devious men in the Sector 6 slums as much as 300 or 500 gil. Her cheertul stout heartedness and the shocking events of a certain scene have made her a heroine who long endures in players' memories.



Final Fantasy VII raises the curtain with a scene where Aerith disappears into the bustle of Sector 8 holding a flower basket



She's the type of person who clearly speaks her mind. Once she resolves to do something, she sticks by her decision



RED XIII

レッドXIII

PROFILE

Age ▶ 48

(15–16 by human standards)

Hometown ▶ Cosmo Canyon

VOICE CAST

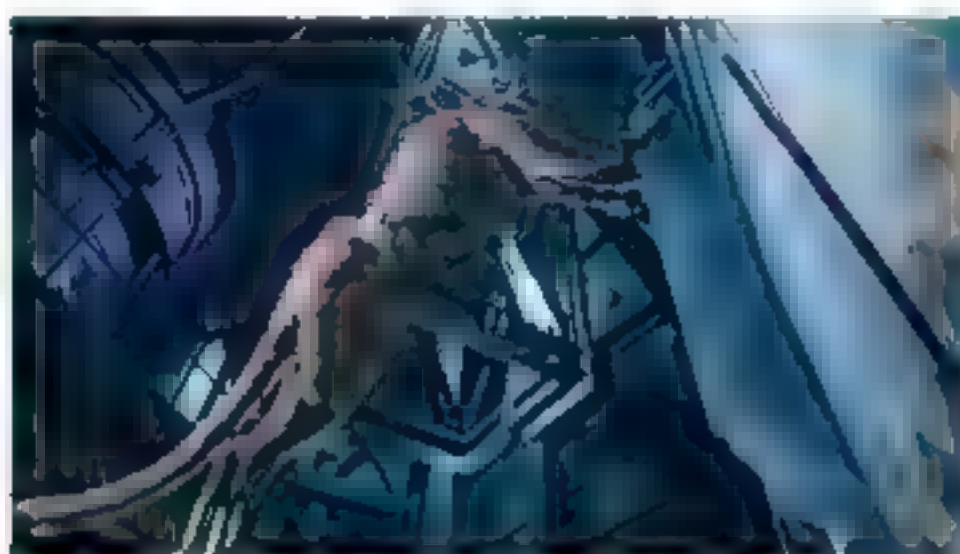
Japanese ▶ Kappai Yamaguchi

English ▶ Max Mittelman



A beast with fiery red fur who fluently speaks the human language

An animal with a body covered in red fur and a tail whose tip burns with a flame. He's capable not only of understanding the human tongue but of speaking it, too. He was imprisoned in Hojo's research facility as an experimental specimen, but succeeds in escaping thanks to Cloud and his team when they come to rescue Aerith. Thereafter, he helps them along on their mission.



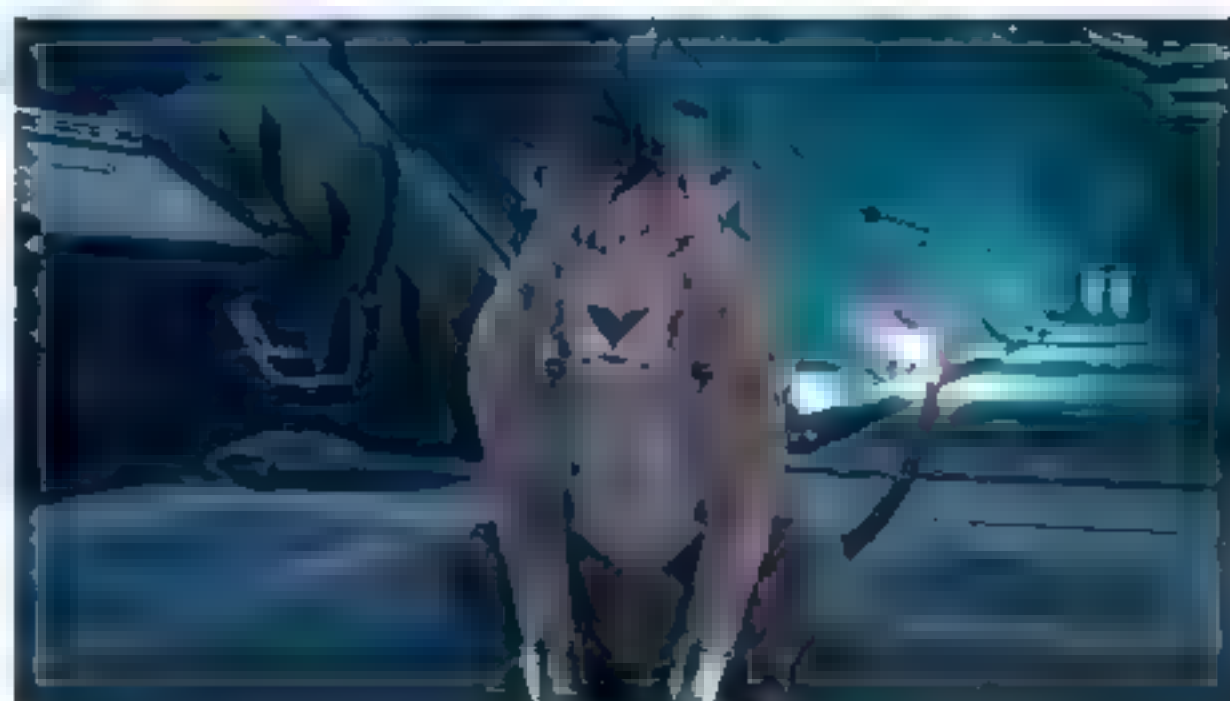
◀ In keeping with his feral appearance, he's exceptionally deft and agile. He can run along walls with ease.

IMPRESSIVE WORDS

"I am that which you see before you. Nothing more."

CH16 When Barret asks him what he is.

Confronted with a sight he can't comprehend, Barret asks a simple, straightforward question, to which Red XIII replies rather philosophically. The first words out of his mouth are "A fascinating question," and work to lend Red XIII a composed, intellectual demeanor.



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OF
RED XIII

The Enigmatic Research Specimen

To Red XIII, who was captured for use as a research subject, his “name” is nothing more than a model number assigned to him by Hojo. He speaks about himself very little, and when Tifa asks about his real name, he silently sidesteps the question. On the other hand, when Barret calls him a “Shinra dog,” Red XIII humorously refutes him and tells Barret with a straight face that he isn’t a dog.



↑ When asked his identity, he strikes a pose and answers, though his title leaves something to be desired

Original 『FFVII』 Playback Red XIII Edition



He encounters Cloud and his team after being assigned to a crossbreeding experiment with Aerith. Explaining that the enemy Hojo sends out—Specimen H0512—is a “rather formidable opponent,” he lends his strength to the party. He uses complex language in front of Cloud and the others, continuing to behave in a formal manner that suggests maturity until he returns to his hometown.



← He closes in on Aerith as an act to fool Hojo. In reality, it seems he has no romantic interest in anything that walks on two legs.

SEPHIROTH

セフィロス

PROFILE

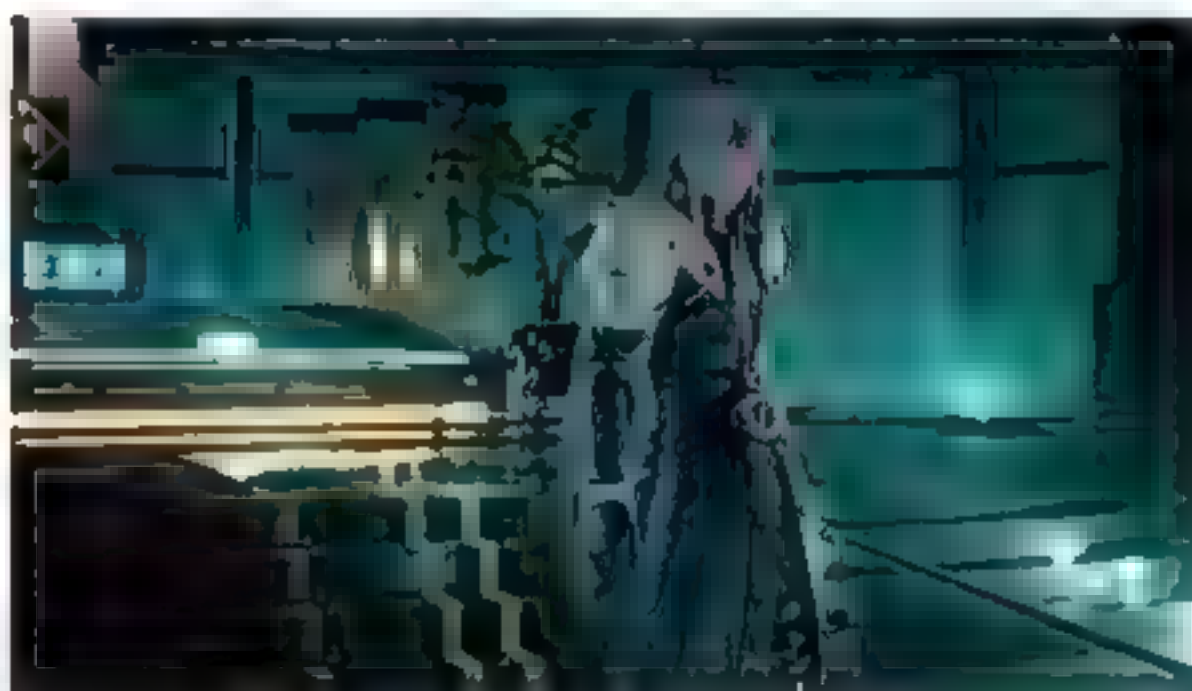
Age ▶ Unknown Height ▶ Unknown
Birthday ▶ Unknown Hometown ▶ Unknown
Blood Type ▶ Unknown

VOICE CAST

Japanese ▶ Toshiyuki Morikawa
English ▶ Tyler Hoechlin

A former hero who appears like an illusion

A legendary SOLDIER hailed as a hero for his remarkable exploits in the recent war with Wutai. He served as the object of many young people's aspirations and gave rise to an influx of SOLDIER applicants from all over the world. He was reported to have lost his life five years ago during an unspecified top-secret mission, but the details of the incident are unknown. His destiny is deeply bound up with Cloud's, and he appears before him like a phantom as Cloud begins operating in Midgar, each time leaving him with meaningful words.



↑ He wields the Masamune—a katana with an incredibly long blade. Sephiroth is the only person who can handle the weapon properly.

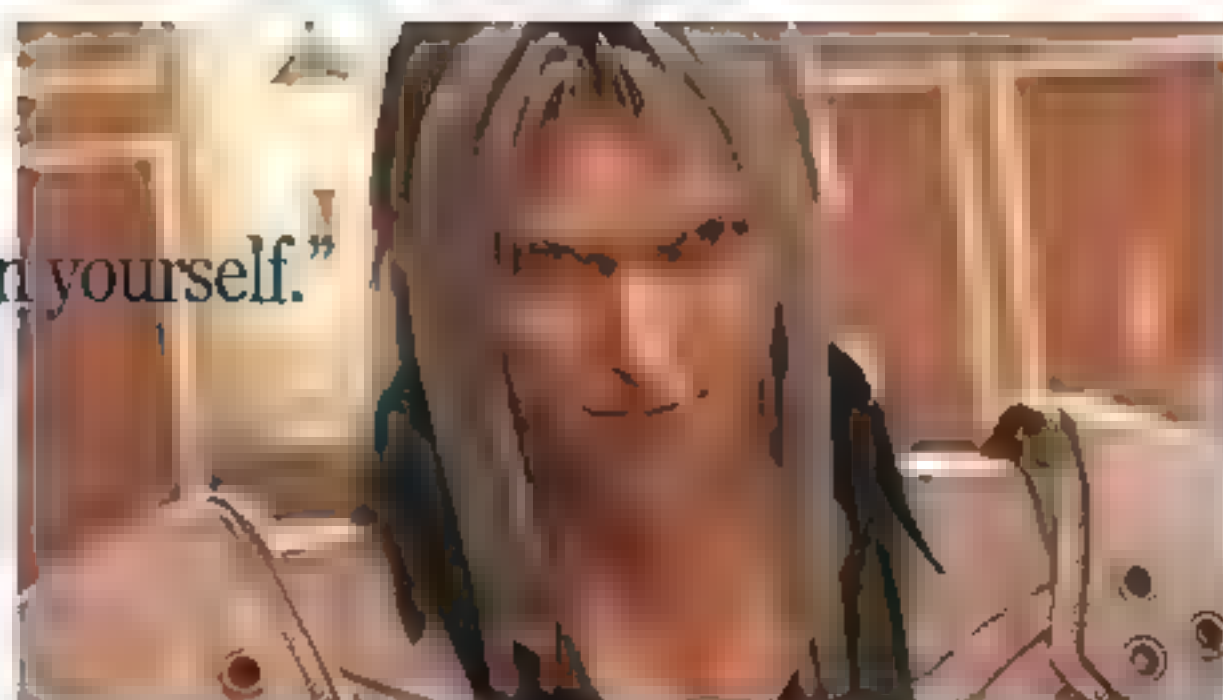
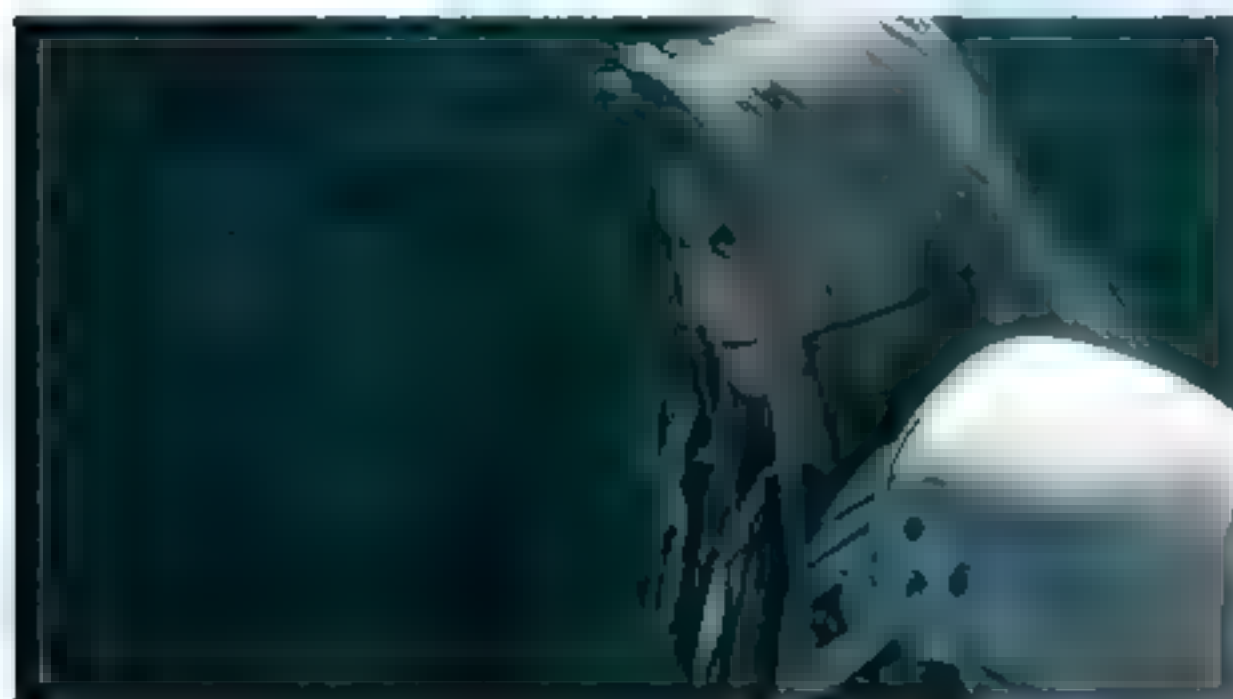


IMPRESSIVE WORDS

"You are too weak to save anyone. Not even yourself."

CH2 When Sephiroth suddenly appears before Cloud

Sephiroth suddenly appears before Cloud and utters words that ensnare his mind. It's as if these remarks are forecasting events soon to unfold....



"But through suffering, you will grow strong. Isn't that what you want?"

CH3 When Sephiroth speaks to Cloud in the Sector 7 slums

He aims these profound words at Cloud, who not only failed to prevent the tragedy in the Sector 7 slums but allowed Aerith to be abducted. They can be heard both as a scornful reprimand and as an encouraging speech.



"A touching reunion."

CH17 Facing Cloud's sword at the Shinra Building

Standing before Jenova, who's been enshrined in the Shinra Building, he appears at last in a tangible form and not merely as an illusion. What does Sephiroth really mean when he says "reunion"...



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TOPICS OF SEPHIROTH



The Hero Who Supposedly Died

According to an official announcement from Shinra, Sephiroth died five years ago. As this information was widely reported in the news, people around the world share the common sentiment that Sephiroth is no longer alive. Cloud initially tries to convince himself that the vision he sees of the supposedly deceased Sephiroth is nothing more than a hallucination. However...



↑ There are several scenes where Sephiroth is only visible to Cloud. Is he really just an illusion after all?

Fragmentary Glimpses of the Past

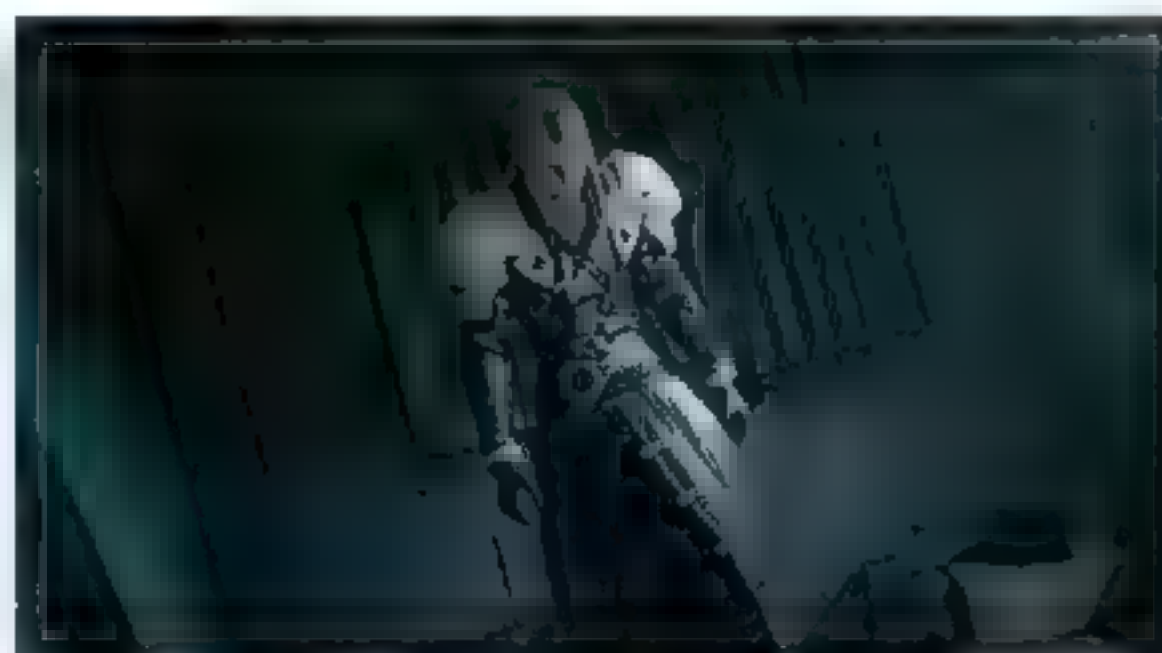
Cloud's fateful past with Sephiroth is only partly revealed by the images that flash through his mind. What we can perceive is that Sephiroth not only reduced Cloud's hometown to ashes and took his mother's life, but also slew Tifa's father at the mako reactor. Cloud also seems to remember himself dealing the finishing blow to Sephiroth.



↑ Sephiroth says that being killed by Cloud is one of their "precious memories" together. He exudes an eerie sense of calm.

The Figures Who "Look Like" Sephiroth

Cloud sometimes hallucinates that figures garbed in black cloaks are actually Sephiroth. To someone with a clear head, the men in the black cloaks bear no resemblance to Sephiroth, but Cloud is under the impression that Sephiroth has appeared and lets fear get the better of his senses. These black-cloaked men all bear a numeric tattoo on their left shoulder.



↑ On the night he moves into Stargazer Heights, Cloud visits the room of his moaning neighbor and trembles at the sight of Sephiroth.

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PROFILE

Age ▶ 25

VOICE CAST

Japanese ▶ Shūhei Sakaguchi

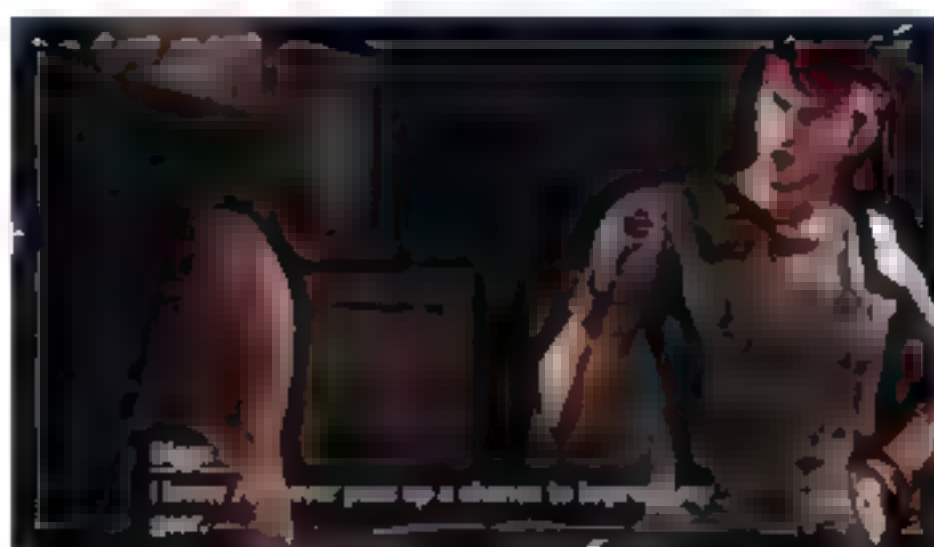
English ▶ Gideon Emery

BIGGS

ビッグス

A senior team member who helps plan operations

A cool-headed character who belongs to Barret's Avalanche unit. He's primarily in charge of strategic planning and comes up with a variety of measures to deal with whatever situations may arise. He likes things to be spick and span, and sometimes busies himself sweeping in order to calm down. He can usually be found working as a neighborhood watchman in the Sector 7 slums, and seems to be offering anonymous aid to an orphanage in the Sector 5 slums.



↑ He welcomes the ex-SOLDIER Cloud when he needs to up his arsenal. He goes overboard trying to help, teaching Cloud about modding weapons and other things.

"I mean... this must've helped the planet some."

Original [FFVII] Playstyle Biggs Edition

He plays an important role as a major member of Avalanche. He's a hard-working, dependable man who fights ferociously to protect the planet.



◀ Though he's kind and caring, he has a rather bad drinking habit, and gets into a drunken tiff with Cloud.



JESSIE RASBERRY

ジェシー・ラズベリー

PROFILE

Age ▶ 21

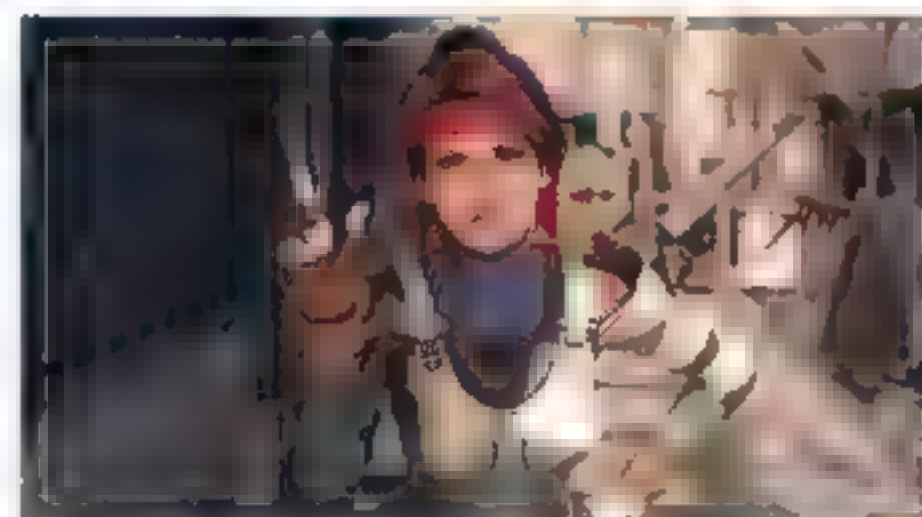
VOICE CAST

Japanese ▶ Satomi Moriya

English ▶ Erica Lindbeck

A cocksure lady with a thirst for thrills

A tech-minded member of Avalanche who prepares bombs, counterfeit IDs, and other tools necessary for operations. She also makes and sells useful products like water purification devices to help fund Avalanche's activities. She's strong-willed and gutsy enough to enjoy a little danger now and again. In the past she pursued her dream of being an actress, and was once chosen to play the leading role in a Gold Saucer production.



↑ She teases Cloud and makes repeated passes at him, though it's not clear whether they're in earnest or in jest.

"Well then! You gonna take my breath away?
Make my head spin with your amazing skills?"

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"I wish I could've
done more...."

WEDGE

ウェッジ

PROFILE

Age ▶ 20

VOICE CAST

Japanese ▶ Takayuki Asai
English ▶ Matt Jones

An amiable man who lifts people's spirits

A full-figured member of Avalanche. In addition to using his extensive friend network to gather intel, he's also in charge of taste-testing new additions to Seventh Heaven's menu. He doesn't hesitate to talk to Cloud, who clearly likes to keep a distance from others, and tries all sorts of things to get him to open up. He has a distinctive way of speaking, ending his sentences with "~su"~

**An exhortative sound that has no English analogue.*



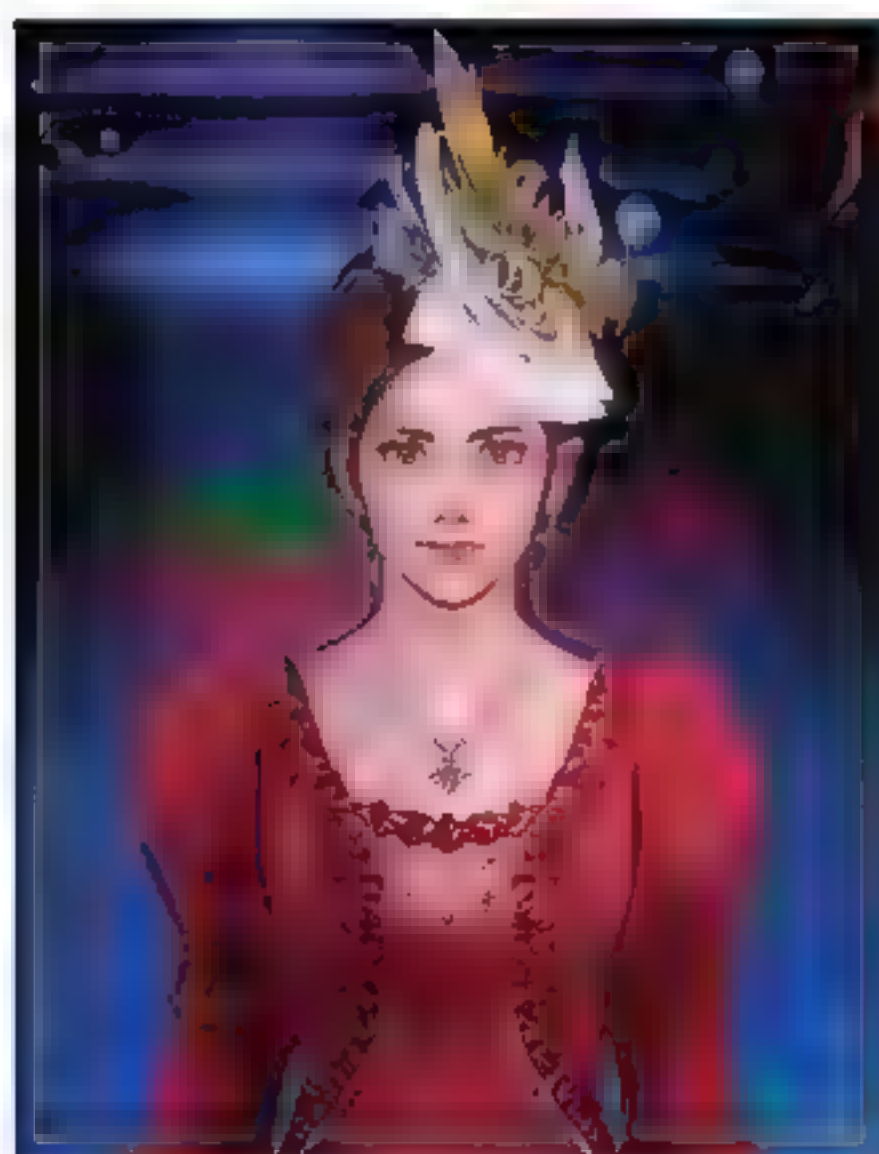
◀ He owns many pet cats and his house is quite the kitty mansion. He has no trouble distinguishing the three feline brothers even though they all look alike.

Original [FFVII] Playback Wedge Edition

He's a well-mannered, gentle man with a timid disposition. Tired of living life on the sidelines, he decides to make a name for himself saving the life of the planet.



↑ He insists he's plump from being forced to sample food



↑ A framed photo in her parents' house depicts Jessie during her acting days

Original [FFVII] Playback Jessie Edition

She acts as Avalanche's mechanic, producing bombs and performing other tasks. As her repeated uttering of "clumsy old me" suggests, she's not the most scrupulous individual.



◀ She aggressively flirts with her savior Cloud and pours her heart into creating a counterfeit ID for him.





MARLENE WALLACE

マリン・ウォーレス

PROFILE

Age ▶ 4

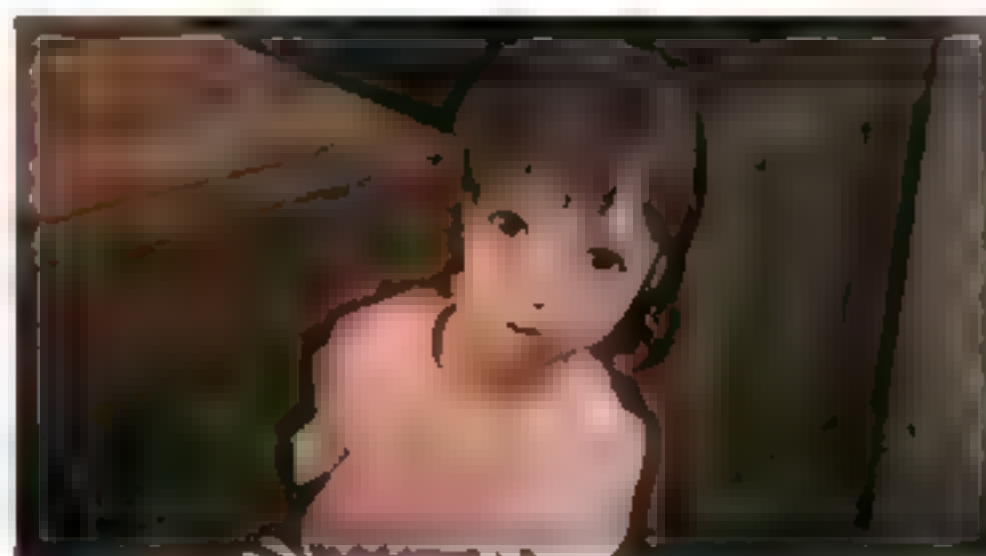
VOICE CAST

Jpn ▶ Otoha Umezaki

Eng ▶ Brielle Milla

Barret's beloved daughter and the source of his strength

Barret's sole daughter who lives with him at Seventh Heaven. She feels lonely for her father, whom she rarely gets to speak to because he's always away, and spends many nights up late waiting for Barret to come home. She's unaware of Avalanche's activities, and believes Barret's frequent absence is due to his work with the neighborhood watch.

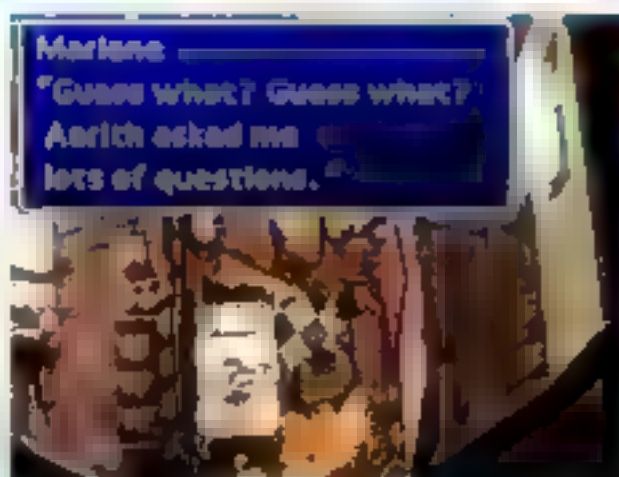


◀ There's a scene where she avoids Cloud, upholding her promise to Barret not to talk to strangers.

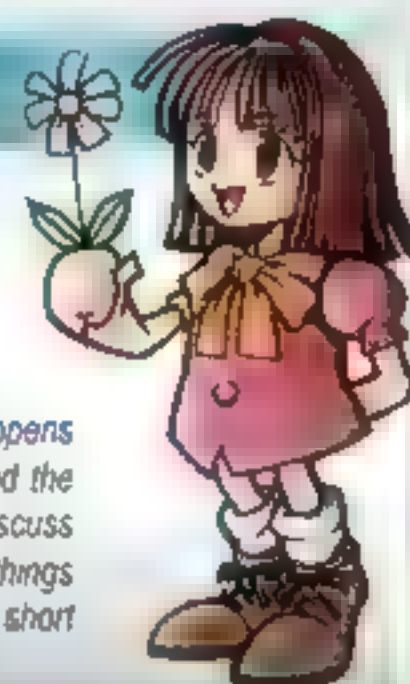
"I'll keep everyone safe!"

Original [FFVII] Playback Marlene Edition

She helps keep shop at Seventh Heaven while waiting for Barret to return. She's quite mature for her age, and scoldingly calls Cloud a "dummy" for being so dense when it comes to women.



Marlene: "Guess what? Guess what? Aerith asked me lots of questions."



◀ She quickly opens up to Aerith, and the two seem to discuss all sorts of things during their short time together.

MARLE

マーレ

A good-natured landlady who runs Stargazer Heights

An elderly woman who serves as the landlady for Stargazer Heights, an apartment complex in the Sector 7 slums. She's aware of Avalanche's goals and supports them with their activities. She's been close with Tifa ever since she turned up in Midgar, and cares for her as though she were her own granddaughter.



...to my favor. She needs a friend, a real friend.

WORKING VOICE

Jpn ▶ Yasuyuki Kase

Eng ▶ Barbara Goodson

"If you ever need an ear to bend, I'll lend you mine. Can be about anything—even Tifa."

◀ She counts on Cloud to behave better than all the other men and urges him to be supportive of Tifa.



VOICE CAST

Jpn ▶ Yasuyuki Kase
Eng ▶ Yuri Lowenthal

JOHNNY

ジョニー

A pure-hearted bastard who's always spinning his wheels

A boisterous young man from the Sector 7 slums who has a soft spot for Tifa. He tends to get carried away and speak with a loose tongue, and his needless remarks have caused many a spot of trouble. A man of action, he charges ahead without listening to what others have to say.



◀ Despite being a troublemaker who throws his weight around the neighborhood, he's all in all quite softhearted. Being a bit of an airhead, he makes an easy mark for pickpockets.

“Uh, yeah... hell yeah, I am! I'm your Johnny, Tifa.
And nothing's gonna bring me down!”

Original PPV™ Playback Johnny Edition

He suddenly announces he's going on a journey to hone his manhood and leaves the Sector 7 slums. Afterward, he can be spotted aboard the train and in Wall Market.



◀ He visits the Honey-bee Inn to make some memories before setting out, but can't make up his mind and hesitates.



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JOHNNY'S PARENTS

ジョニーの両親

A middle-aged husband and wife who keep watch over their son

A married couple from a merchant household that does business with places like Seventh Heaven. Although quite affluent for slum dwellers, they live modestly but comfortably and avoid flaunting their wealth. Johnny's father takes a hands-off parenting approach while his mother tends to be overprotective, each watching over their son in their own unique way.

Original PPV™ Playback Johnny's Parents Edition

Husband and wife live together in their home in the Sector 7 slums. While fretting about Johnny's departure, they touch on the subject of Cloud's hometown.



"I'm used to give us nothing but headaches when he was here, but now that he's gone... I kind of miss him. It's strange."



“We only live once. I say while he's young, he should follow his heart.”

BETTY

ベティ

PROFILE

Age ▶ 10

VOICE CAST

Jpn ▶ Erena Kamata

Eng ▶ Hadley Gannaway

Marlene's cat-loving friend

A young girl who resides with her father in the Sector 7 slums. She loves her three white cats deeply, referring to them as her "friends," and can usually be found playing with them in front of the children's center.

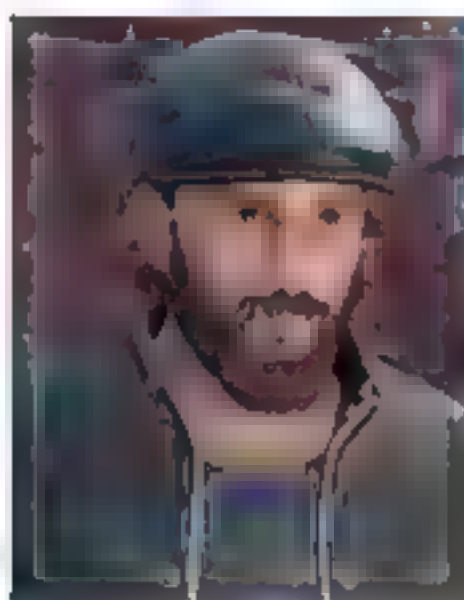


◀ A sensitive and gentle person, she tries her best to cheer up the dejected people around her



"Oh, hey there!

Uhh, is Marlene with you?"



WYMER

ワイマー

VOICE CAST

Jpn ▶ Hideaki Tezuka

Eng ▶ Andre Sogliuzzo

A veteran who manages the slum's neighborhood watch

An amiable man with a long history of service in the neighborhood watch. He organizes and manages the various requests submitted by the Sector 7 slums residents. In addition to mediating assignments for the "mercenary" Cloud, he also goes out on his own to exterminate monsters equipped with his firearm.



NARJIN

ナルジン

VOICE CAST

Jpn ▶ Masayasu Nagata

Eng ▶ Josh Keaton

A neighborhood watchman who stands guard before the abandoned factory

A man who watches over and blocks the entrance to the abandoned Talagger factory by the Sector 7 support pillar. He stands guard to ensure the drakes that wandered into the abandoned factory don't come out, and admits Cloud and Tifa inside when they show up to assist the neighborhood watch.



GWEN

グエン

VOICE CAST

Jpn ▶ Mika Kanda

Eng ▶ Danielle McRae

An unyielding neighborhood watchwoman

A female member of the neighborhood watch who lashes out at Shinra soldiers whenever the opportunity arises. Her desire to protect the slums is surpassed by none, and she feels anger at the Shinra soldiers for never leaving their posts to take action. She vents her frustration directly to their faces, and doesn't budge an inch even when they threaten her.



KATIE

カイティ

VOICE CAST

Jpn ▶ Rui Tanabe

Eng ▶ Anna Brisbin

A neighborhood watchwoman who announces the number of monsters slain

A woman who stands in front of the bulletin board at the neighborhood watch headquarters and announces the number of monsters slain in the Sector 7 slums this month. She believes the more monsters that are defeated, the safer the neighborhood will be, and has high hopes for Cloud's involvement. She's a bright and cheerful person with a strong virtuous streak, but sometimes uses harsh language, though no offense is intended.

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JESSIE'S PARENTS

ジェシーの両親

VOICE CAST (English)

Jpn ▶ Ai Satō

Eng ▶ Catherine Cavadini

A married couple delighted with their beloved daughter's success

Jessie's mother and father who live in the urban area of Sector 7. They support their daughter in her acting career and look forward to her big moment in the spotlight. Her mother is a skilled cook and always keeps the lights on so her daughter can return home at any time. Her father Rowan worked as a chief maintenance engineer at a mako reactor, but he succumbed to mako poisoning after collapsing from exhaustion, and remains comatose to this day.



← Jessie's mother doesn't know that her daughter has joined Avalanche, and is convinced she's working as a stagehand at the theater.

"So why not come home and get a job at the Sector 8 theater?"

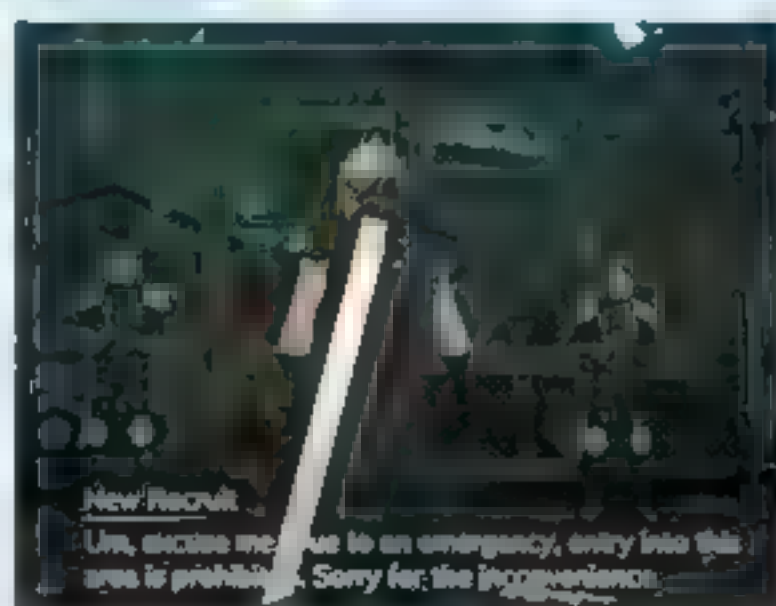


Knowledge Meter

Eccentric Sector 7 Slums Characters Who Are Also in the Original Version

A number of eccentric residents who also appear in the original game can be seen at various locations around the Sector 7 slums. We've picked out some particularly memorable ones to introduce to you. In addition to these characters, there are many other people throughout the neighborhood that speak similar lines to the original version, so be sure to listen closely even during cursory conversations as you explore the Sector 7 slums.

The Veteran Soldier and the New Recruit



↑ A pair of soldiers block the gate leading to Sector 6. The veteran soldier barks strict instructions to a less than imposing new recruit.

The Couple in Front of the Station



↑ A man and woman gaze lovingly at each other in front of the Sector 7 slums station. The contents of their conversation change slightly depending on when you listen, but all of them are exchanges that show up in the original game.

The Well-Informed Lady



↑ She talks about the extent of the damage caused by the Mako Reactor 1 explosion. In the original version of the game, she calls Cloud "Mr. I'm Not Interested" and provides him with all sorts of information.

Sector 5 Characters

VOICE CAST

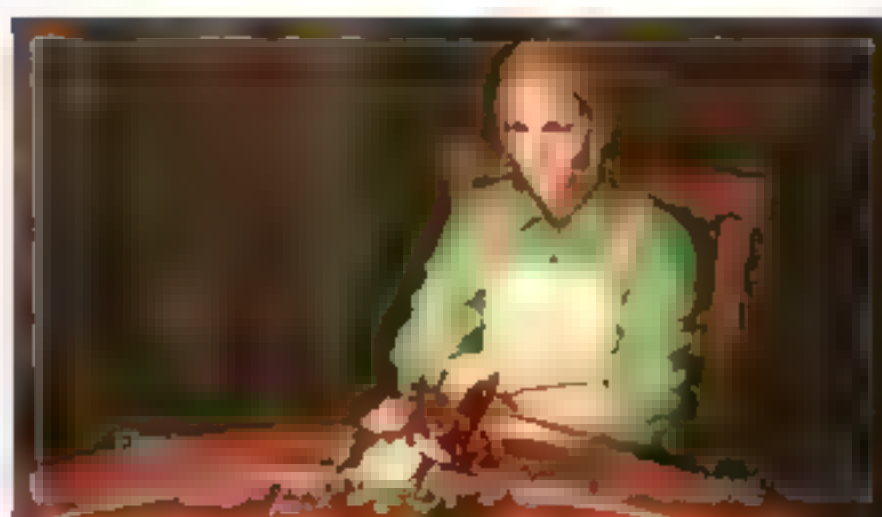
Jpn ▶ Gara Takashima
Eng ▶ Julie Dolan

ELMYRA GAINSBOROUGH

エルミナ・ゲインズブール

A mother who worries for her daughter Aerith's safety

Aerith's mother who lives at the edge of the Sector 5 slums. Fifteen years ago, while waiting for her husband to return from the warfront, she found Aerith at a station in the slums and took her in after her biological mother died. Despite being aware of Aerith's mysterious powers, she raised her lovingly as though she were her own daughter, and wishes for her happiness more than anyone else.



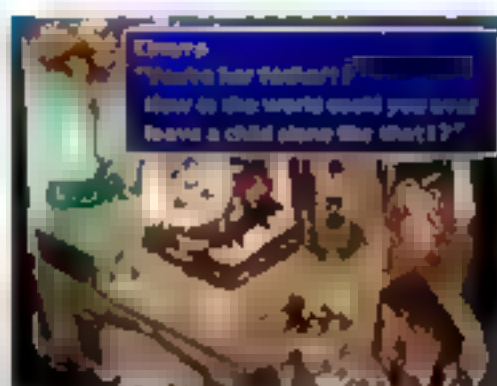
↑ She doesn't take kindly to SOLDIERs and initially acts cold toward Cloud.



"Please—bring Aerith back to me."

Original FFVII Playback Elmyra Edition

She shelters Marlene after Aerith protects her and makes sure she's cared for. She harshly but fairly criticizes Barret for shirking his responsibilities as a parent and leaving Marlene to fend for herself.



OATES

ムギ

PROFILE

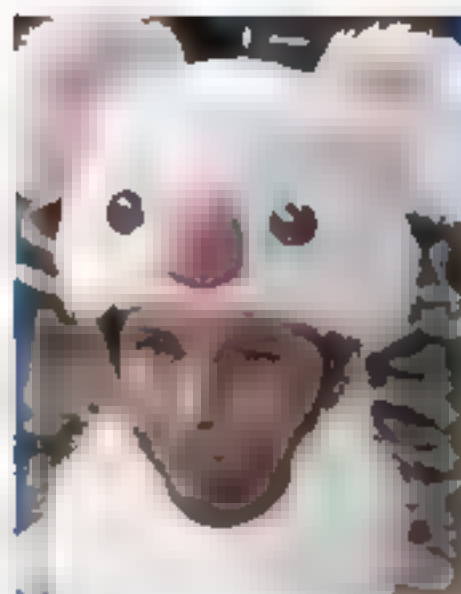
Age ▶ 12

VOICE CAST

Jpn ▶ Nakamura Buntoku
Eng ▶ Ben Plessala

A boy around whom the other slums children rally

A strong and practical boy who's acquainted with Aerith. He acts as the leader of a secret hideout that the children use as a playground and also helps patrol the slum.



MOGGIE

モグヤ

PROFILE

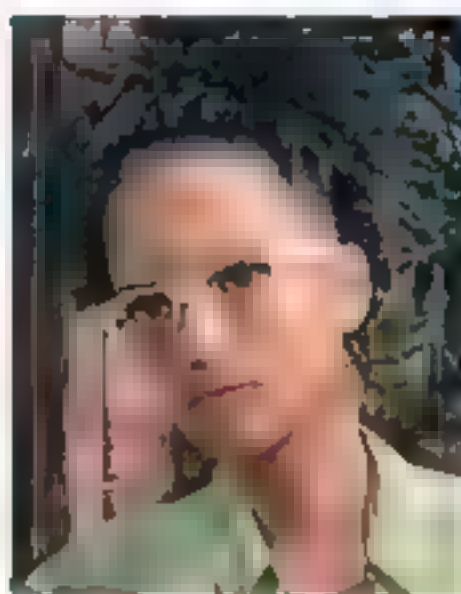
Age ▶ 10

VOICE CAST

Jpn ▶ Satoshi Yamazaki
Eng ▶ Hudson West

A boy who aspires to be a mooglee

A boy in love with the fairytale legend of Mog the Mooglee. He identifies as Mog himself and exchanges the rare and exquisite items he collects for Mooglee Medals.



Ms. FOLIA

フォリア先生

PROFILE

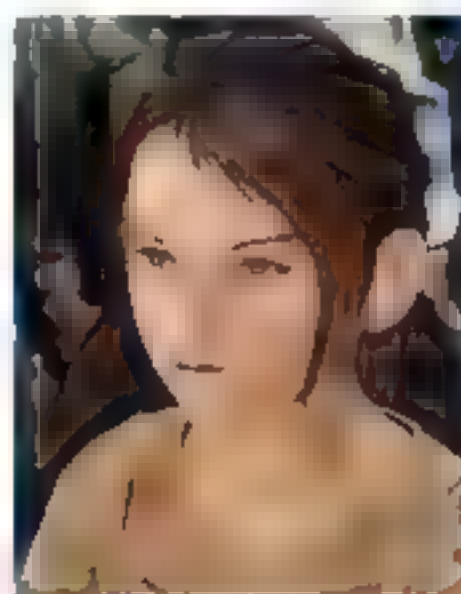
Age ▶ 20

VOICE CAST

Jpn ▶ Toa Yukinari
Eng ▶ Erica Luttrell

A Leaf House staff member who gives guidance to children

A woman who works at the Leaf House, an orphanage in the Sector 5 slums. She's a graduate of the Leaf House herself and looks after the children as if they were her own family, though they seem to fear her when she gets angry.



SARAH

サラ

PROFILE

Age ▶ 10

VOICE CAST

Jpn ▶ Himari Mochida
Eng ▶ Skyler Davenport

A girl who works hard on her training at the secret hideout

A young girl striving to master Whack a Box at the children's playground. She applies herself to her combat training, saying that these days even kids need to be able to defend themselves.

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MIREILLE

ミレイユ

An elderly woman who knows all the talk of the slums

The neighborhood's most well informed woman, she's been living in the Sector 5 slums for a long time. She's particularly sharp-eared when it comes to rumors involving the Angel of the Slums, a chivalrous robber who targets only villains and scoundrels. Perhaps due to the wisdom of age, she's a skilled conversationalist, twisting listeners around her finger with well-placed words.



↑ She makes contact with a news reporter named Damon and feeds him information concerning the Angel of the Slums

“There’s nothing I love more than a good rumor.”



PROFILE

Age ▶ 65

VOICE CAST

Jpn ▶ Ako Mayama

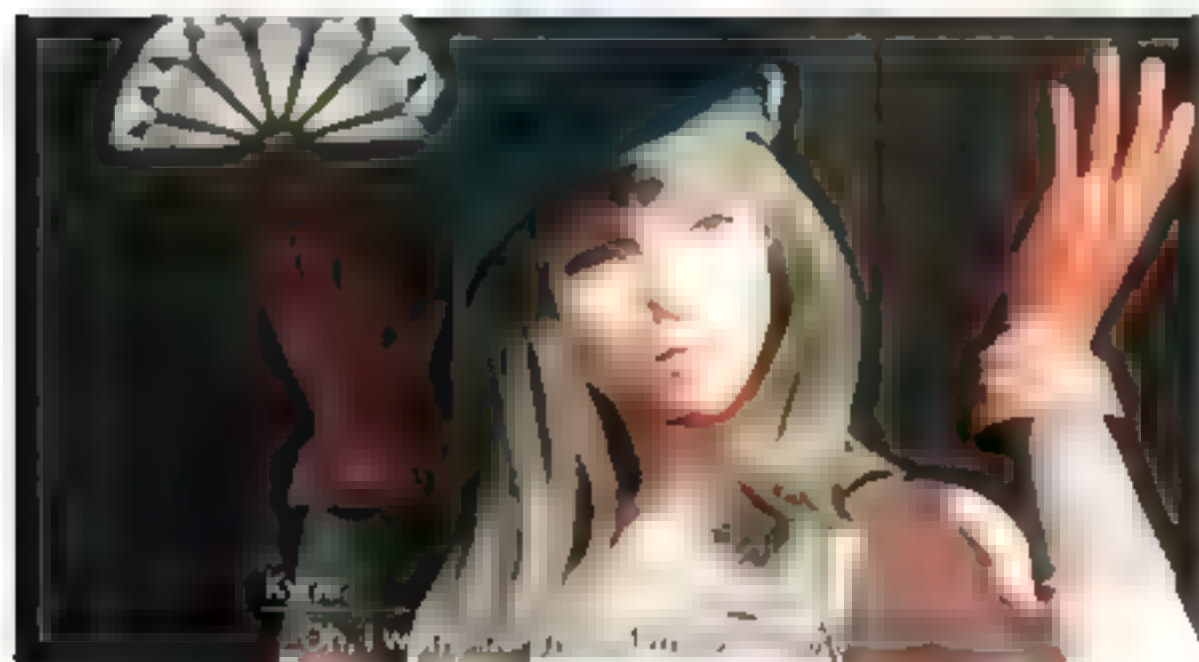
Eng ▶ Susan Silo

KYRIE CANNAN

キリエ・カナン

A fibbing tomboy of a girl

A girl from the Sector 5 slums who makes a living through pickpocketing and fraud. She's recognizable by her overlarge hat and striped stockings. She claims to be an information dealer by trade and delivers all sorts of news to people, but more often than not she only spreads disinformation. She goes about her criminal deeds with unfeeling verve, frequently landing herself in dangerous situations.



← She has sticky fingers, lies as easily as she breathes, and never learns her lesson no matter how many times she gets in trouble



FFVII Side Story Playback Kyrie Edition

Kyrie is the heroine of *Final Fantasy VII The Kids Are Alright: A Turks Side Story*, a novel that takes place two years after the events of *Final Fantasy VII*. At that point, she's left behind her criminal past and is running a detective agency with a group of male companions. Incidentally, her grandmother Mireille also appears during a flashback scene in the novel

“Five gil apiece—
cough it up!
The truth ain't free,
you know!”

Sector 6 Characters

DON CORNEO

ドン・コルネオ

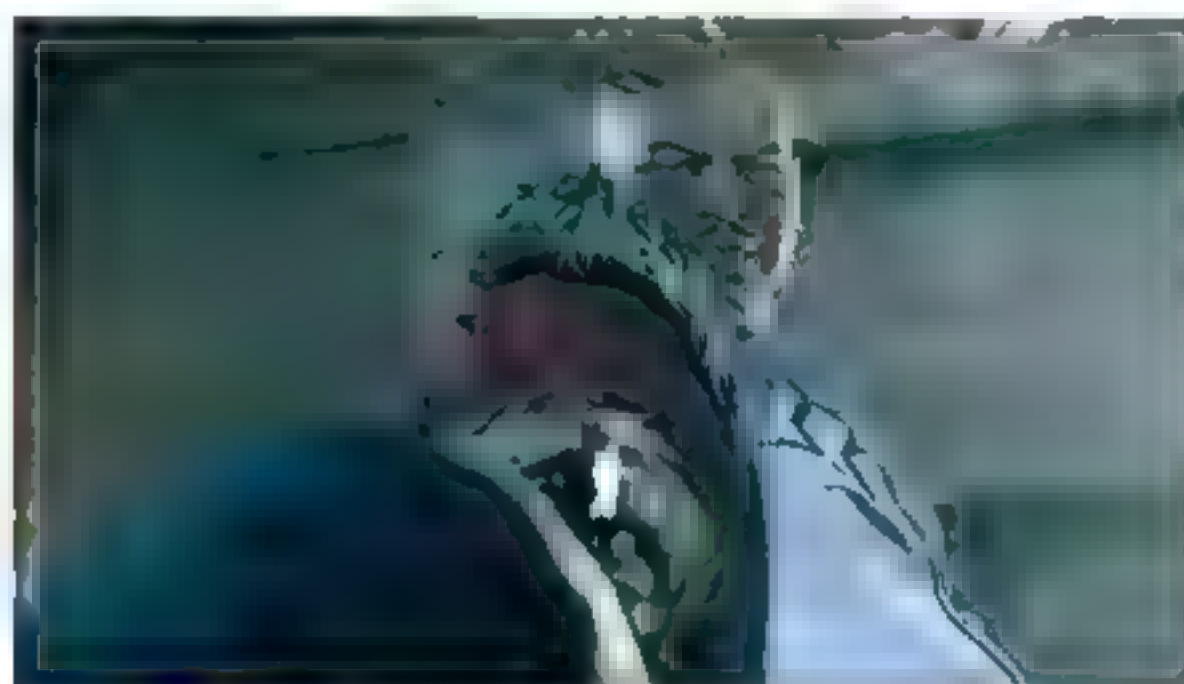
VOICE CAST

Jpn ▶ Yōhei Tadano

Eng ▶ Fred Tatasciore

A lord of the slums who keeps Wall Market under his thumb

An influential man who calls the shots in Wall Market, a red light district located in the Sector 6 slums. He's a lecher of unthinkable proportions and holds "bridal auditions," choosing his partner for the day from women curated for him by his Trio of representatives. Though his speech is coarse and his behavior crude, he has a superlative knack for winning people to his side, commanding his many henchmen with a tactful balance of punishment and reward. He seems to have back-door connections with Shinra, which he uses to ensure Wall Market remains an extraterritorial blind spot.



↑ He normally comes off as a jovial old creep with a penchant for saying "Ho-hee," but reveals his true ruthlessness when his back is to the wall.



"Ho-hee!
Still playing hard to get?
I can dig it. Oh yeah!"



Original [FFVII] Playback Corneo Edition

Though he bears the dreaded title of an underworld boss, his peculiar speech and comical movements are what stand out most. During the bridal audition, he chooses who will be his partner from among Tifa, Aerith, and Cloud. If he selects Cloud—the "stout-looking lady"—over the other two women, he'll submit himself to the coy wiles of Cloud's (unintentional) seduction.



↑ There's even a scene where he pesters Cloud for a kiss, unaware that he's dressed as a woman



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KOTCH

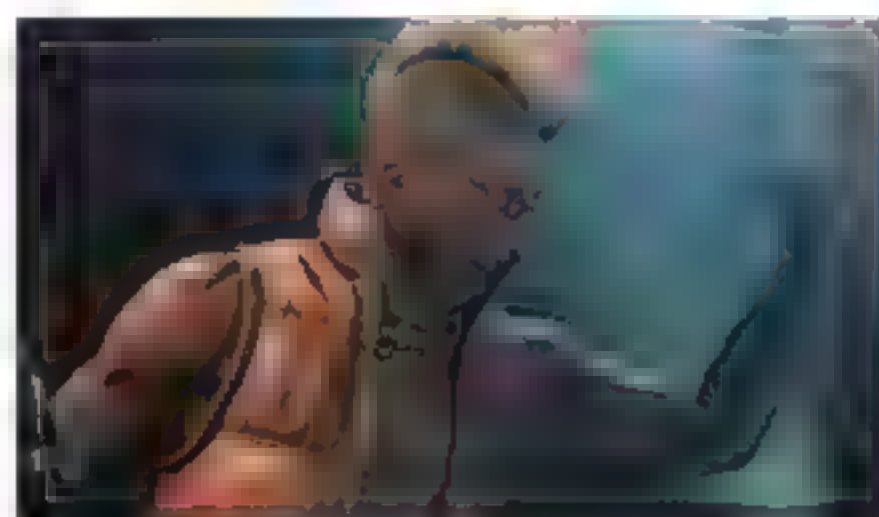
コッチ

VOICE CAST

Jpn ▶ Subaru Kimura
Eng ▶ Chris Jai Alex

A mohawk-headed lackey who works for Corneo

One of Corneo's subordinates, conspicuous for his dark skin and blond mohawk. Together with his partner Scotch, he hosts the Corneo Cup, a mixed-combat deathmatch held in the underground colosseum. He's also in charge of making sure things go smoothly with the bridal auditions at Corneo's mansion.



↑ His mike conducting stirs up spectators and gets the venue bumping

Original [FFVII] Playback Kotch Edition

He has a painful time at Corneo's mansion, getting either pushed down the stairs by Aerith or beaten up by Tifa. His suffering continues after Shinra soldiers break into the mansion and bind him spread-eagle to the punishment rack.



"Okay, my beautiful ladies!
Time to line up for the don!"

VOICE CAST

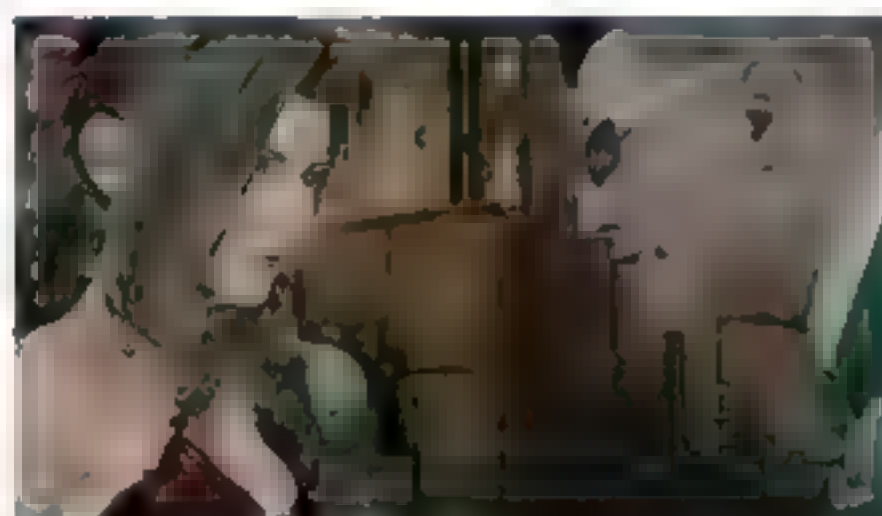
Jpn ▶ Kenji Kitamura
Eng ▶ Greg Chun

SCOTCH

ソッチ

A lackey with close-cropped hair who works for Corneo

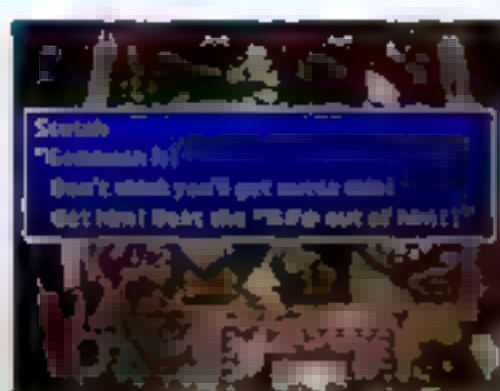
A subordinate of Corneo decked out in green clothes and sporting an aggressive undercut. Along with Kotch, he hosts the Corneo Cup in the underground colosseum. During bridal auditions, he stands by eagerly in the lackeys' room, ready to welcome whichever girls aren't chosen.



↑ He's a little more discerning than Kotch and recognizes the person who enters the room to be Aerith, whom he saw at the colosseum.

Original [FFVII] Playback Scotch Edition

He capitalizes on Corneo's leftovers, trying to spend a few quick hours of fun with the girls. If Tifa or Aerith is chosen by Corneo, Cloud will be sent to the lackeys' room, where he defeats Scotch along with the other henchmen.



"So, ladies. Ready to...
get to it?"

PROFILE

Age ▶ 18

VOICE CAST

Jpn ▶ Tasuku Hatanaka

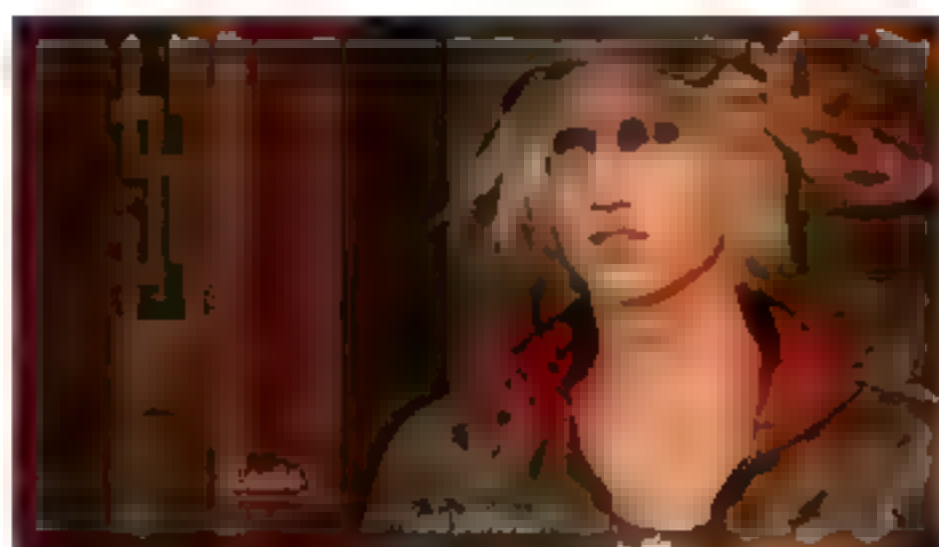
Eng ▶ Mark Whitten

LESLIE KYRIE

レズリー・カイル

A young man secretly filled with bitter sorrow

A gray-haired youth with an ice-cold attitude. His imperturbable personality has earned him a post as Corneo's trusted aide. He's an excellent negotiator whose primary responsibility is to interface with important people. He acts obedient toward Corneo on the surface, yet deep down he not only loathes the man's despotism but bears him a personal grudge.



↑ Knowing what fate awaits women chosen to be Corneo's bride, he gives Aerith a puzzled look when she wants to enter the mansion herself



FFVII Side Story Playback Leslie Edition

He shows up in *Final Fantasy VII The Kids Are Alright: A Turks Side Story* as a friend of Evan, the novel's protagonist. Alongside Evan and Kyrie, he helps operate Mireille's Investigative Services. He's in the process of working hard to save up money so he can marry his sweetheart Merle.

"I need closure, 'cause without it... I'll never be able to move on."



CHOCOBO SAM

チョコボ・サム

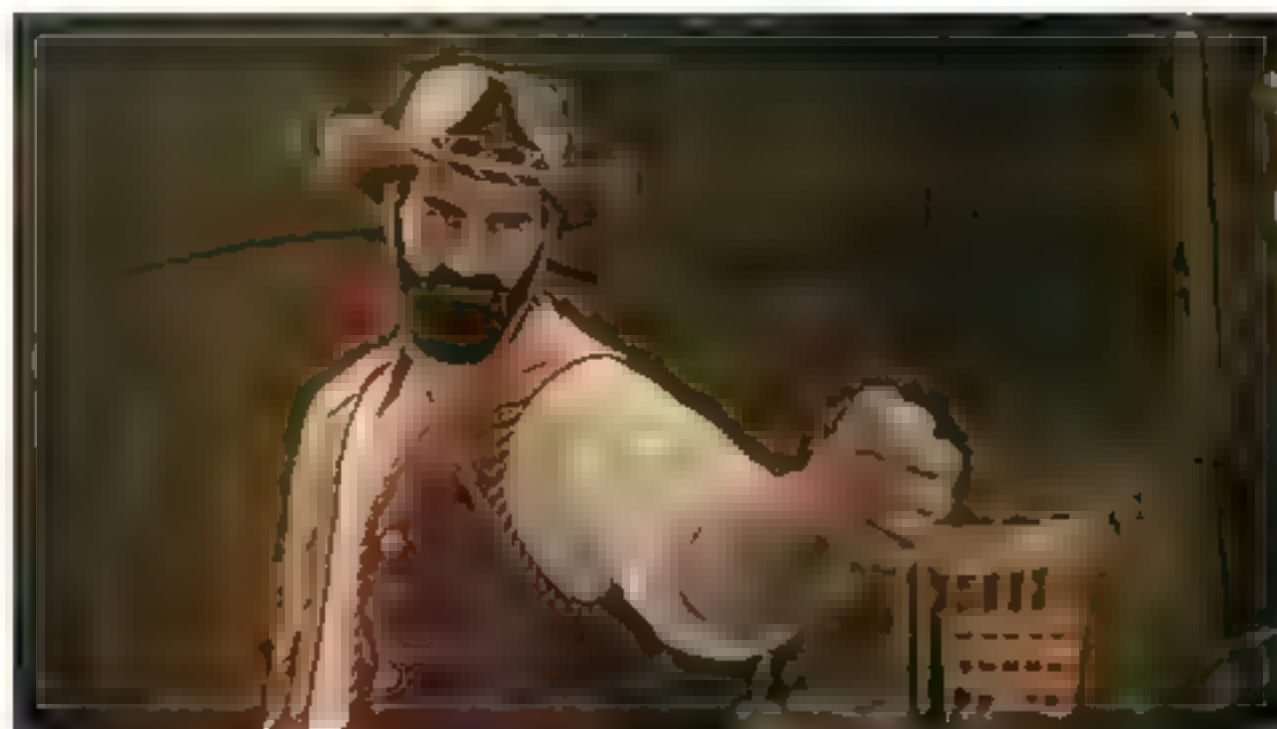
VOICE CAST

Jpn ▶ Masashi Sugawara

Eng ▶ Larry Davis

A man with a love for gambling and chocobos

A man dressed like a cowboy who holds the reins of power in Wall Market's tourist district. He started as a chocobo stable owner and achieved great success after opening a chocobo carriage transportation business called Sam's Delivery Service. He's also one of the Trio capable of recommending women for Corneo's bridal auditions. He has a gambler's temperament, invested more in the thrill of the bet than any particular outcome.



← He carries around a coin with the same figure on both sides, which he constantly plays with in his hands

"When you bet it all on a toss,
sometimes you get burned by lady luck.
Every coin has two sides."



MADAM M

マダム・マム

VOICE CAST

Jpn ▶ Yuka Komatsu

Eng ▶ Mallory Low

A glamorous and spirited woman who guards her purse strings closely

The proprietress of Wall Market's hand massage parlor. She's a powerful woman who oversees things in the commercial district, and serves as one of the Trio who refer bridal candidates to Corneo. A consummate businesswoman, she takes pride in the work she does and devotedly services those customers who pay her a fair price—though she'll mercilessly harangue any who show her disrespect. She's strict with her accounts, demanding that Aerith hand over the Corneo Cup prize money in exchange for helping her get dressed up.



◀ She initially conducts herself with feminine grace, but her speech turns crude when she gets worked up.

“Well, here's the thing...
This is a massage parlor—
a respectable establishment.”

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VOICE CAST

Jpn ▶ Tomokazu Sugita

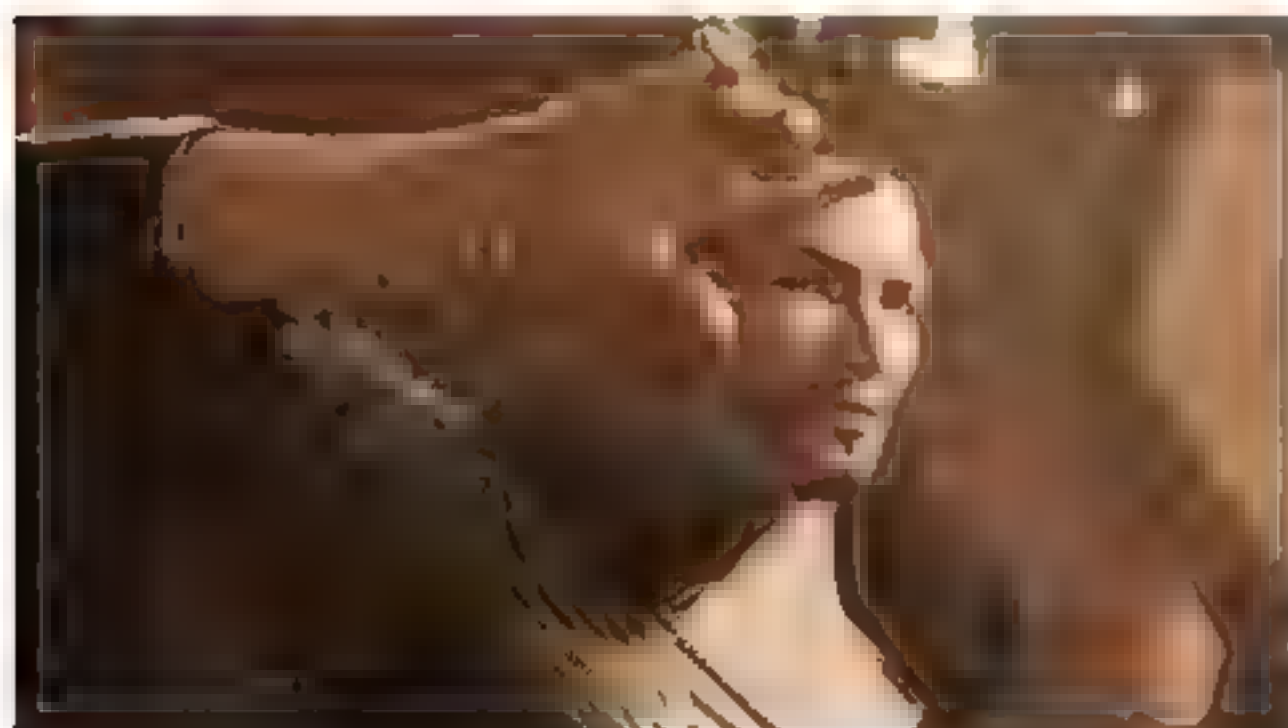
Eng ▶ Trevor Devall

ANDREA RHODEA

アニヤン・クーニャン

An icon of beauty who aims ever higher

An accomplished dancer who owns the Honey Bee Inn and manages affairs in the entertainment district. In addition to taking the stage personally and providing people with the finest quality entertainment, he also acts as one of Corneo's Trio. He's the number one performer at the inn, his fame such that customers book him up to three years in advance. Ever on the quest for supreme beauty, he never misses a chance to train his body and temper his mind. Evidently, he'll sometimes call out those in whom he detects a hidden beauty.



◀ He perceives the “beauty” hidden in Cloud and pulls him onto the stage.

“Beauty is a thing without shame,
to which notions of gender don't apply.
Don't ever be afraid.”



VOICE CAST

Jpn ▶ Shunsuke Takeuchi

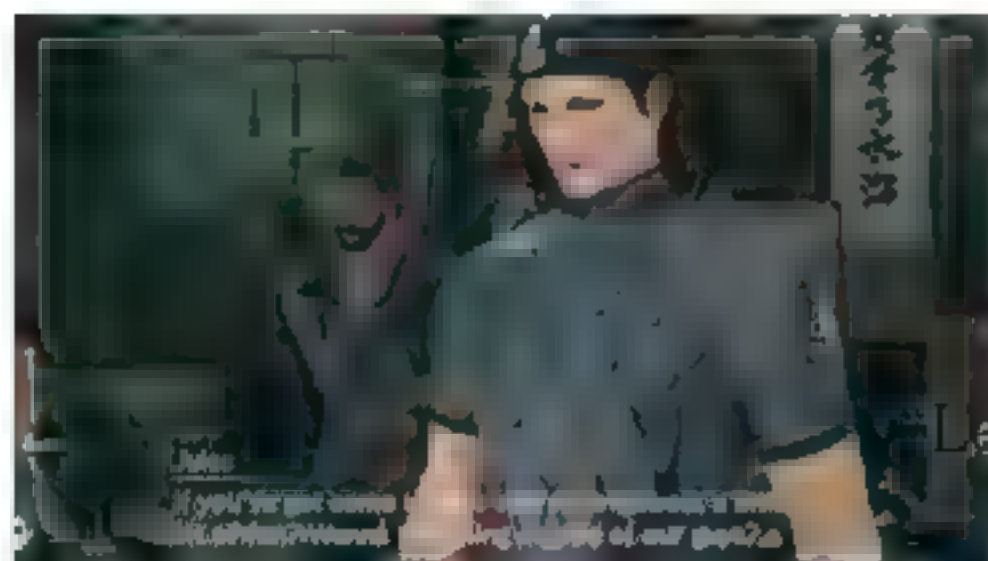
Eng ▶ Alejandro Saab

JULES

ジーナン

A gym leader honing his physique

A trainer with a toned body who works at the Man Among Men fitness gym. He speaks in a gentle, androgynous tone, but shows his ruthless side when his disciples act conceited. He also happens to be the younger brother of Andrea from the Honeybee Inn.



◀ Per the gym's tradition, he proposes a squat-off to Cloud after seeing his impressive muscles. He hopes by doing so to give his puffed-up gym members a reality check.

Let's work together to maintain healthy minds and bodies!"



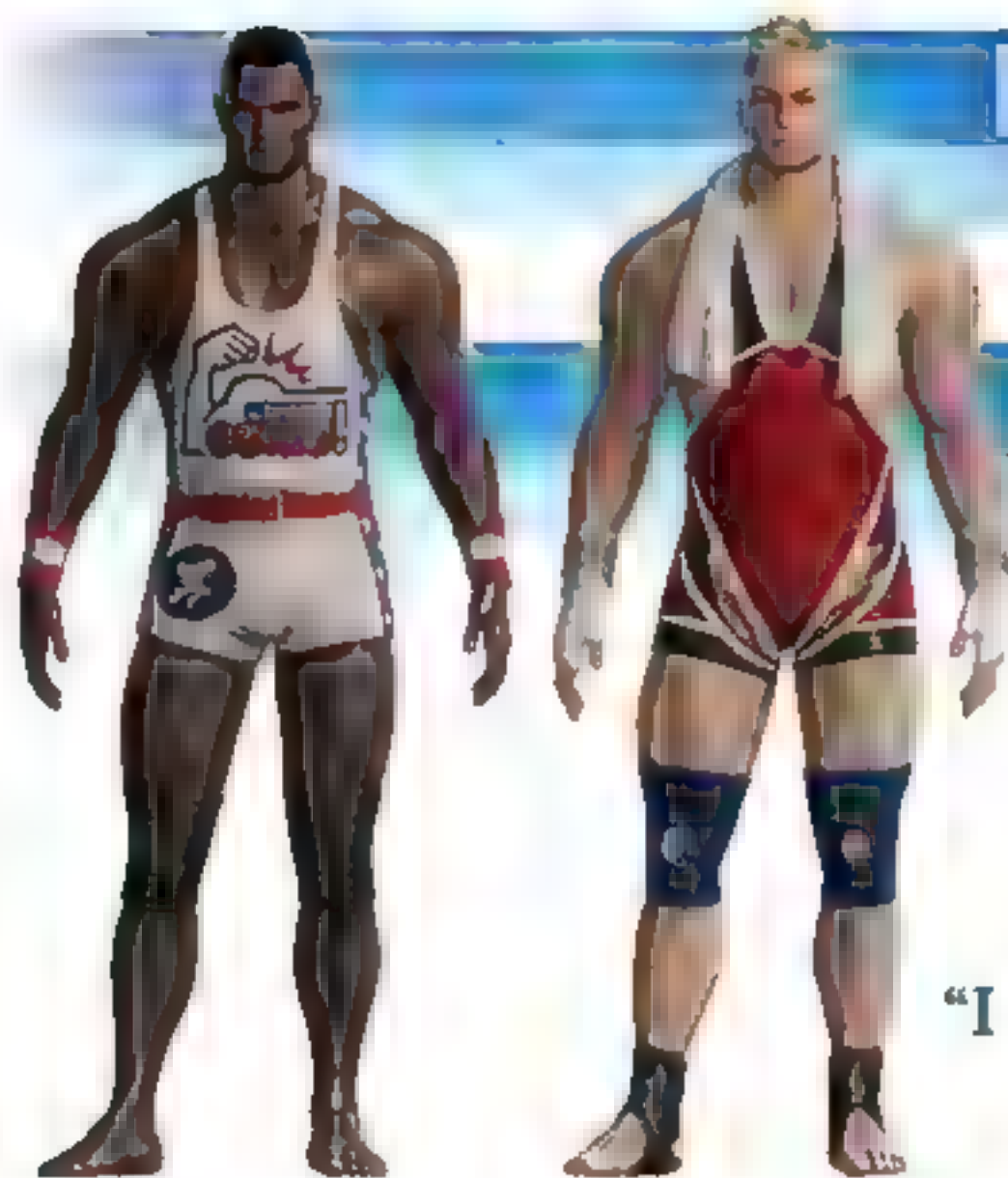
RONNIE

ゼン・ワン

VOICE CAST (Ronnie)

Jpn ▶ Hiroaki Tajiri

Eng ▶ Imari Williams



Ronnie

Jay

JAY

サン・トー

VOICE CAST (Jay)

Jpn ▶ Yasuyuki Sano

Eng ▶ Zach Aguilar

Gym members who idolize their boss Jules

Two men who train their physiques under Jules. They have absolute confidence in their muscles and tend to look down on any who are less bulky than them. They look up to Jules and obey his every word.

"I can hear your muscles crying out in joy and pain!"

"You are in the zone!"

BECK/BURKE/BUTCH

ベグ/バド/ブッチョ

VOICE CAST (Beck)

Jpn ▶ Wataru Takagi

Eng ▶ Andrew Kishino

VOICE CAST (Burke)

Jpn ▶ Anri Katsu

Eng ▶ Sean Rohan

VOICE CAST (Butch)

Jpn ▶ Chikahiro Kobayashi

Eng ▶ Ben Pronsky

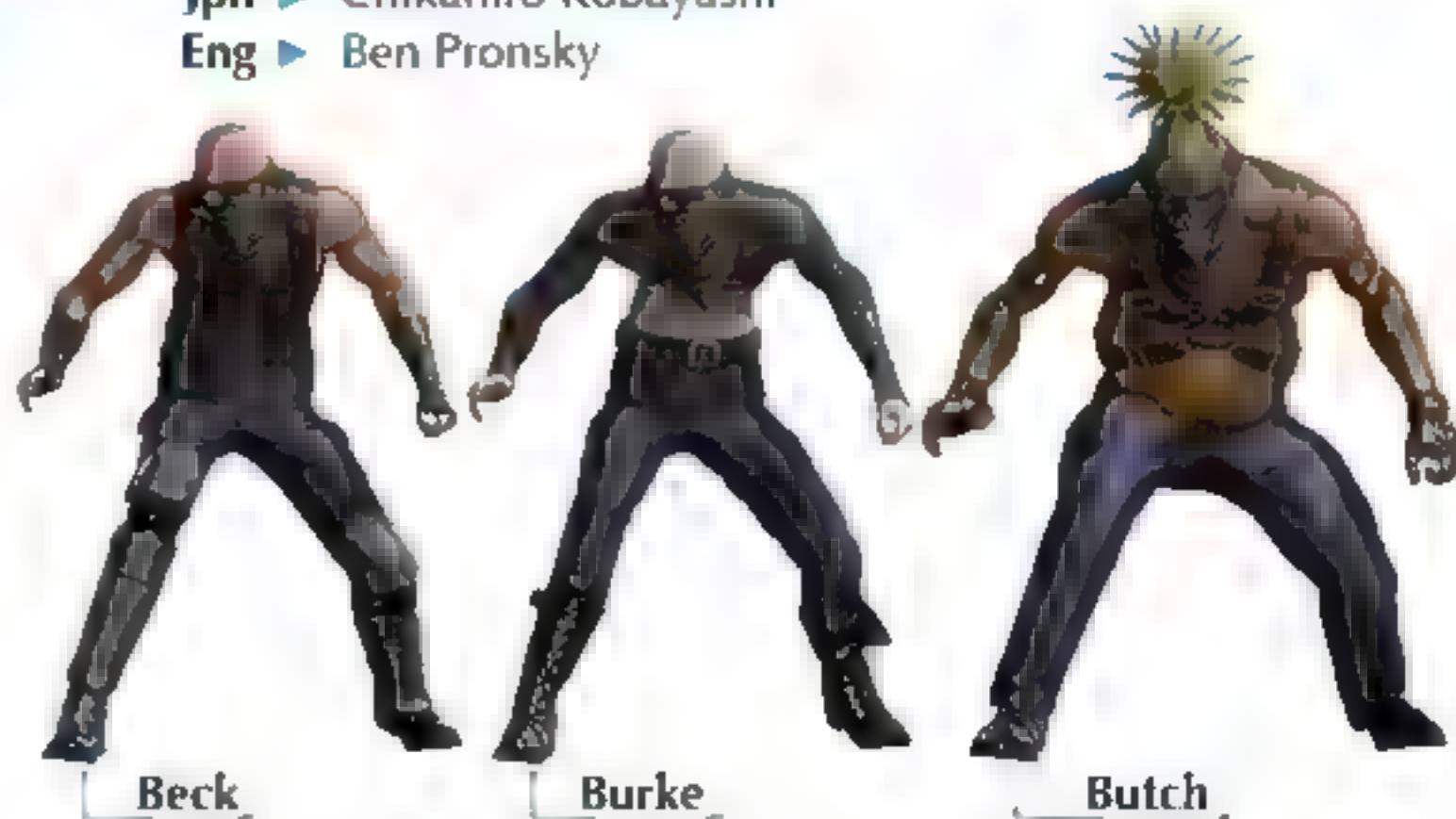
Three robbers headquartered in an abandoned ruins

A group of petty criminals who prowl the collapsed expressway in the Sector 6 slums. They make false accusations against passersby and try to collect due recompense. The only problem is they don't know what "due recompense" means.

"Due recompense'!"

It's like... uh... It's like... uh...

Compensatory damages!"



Beck

Burke

Butch

PRESIDENT

SHINRA

プレジデント神羅

HEIGHT

VOICE

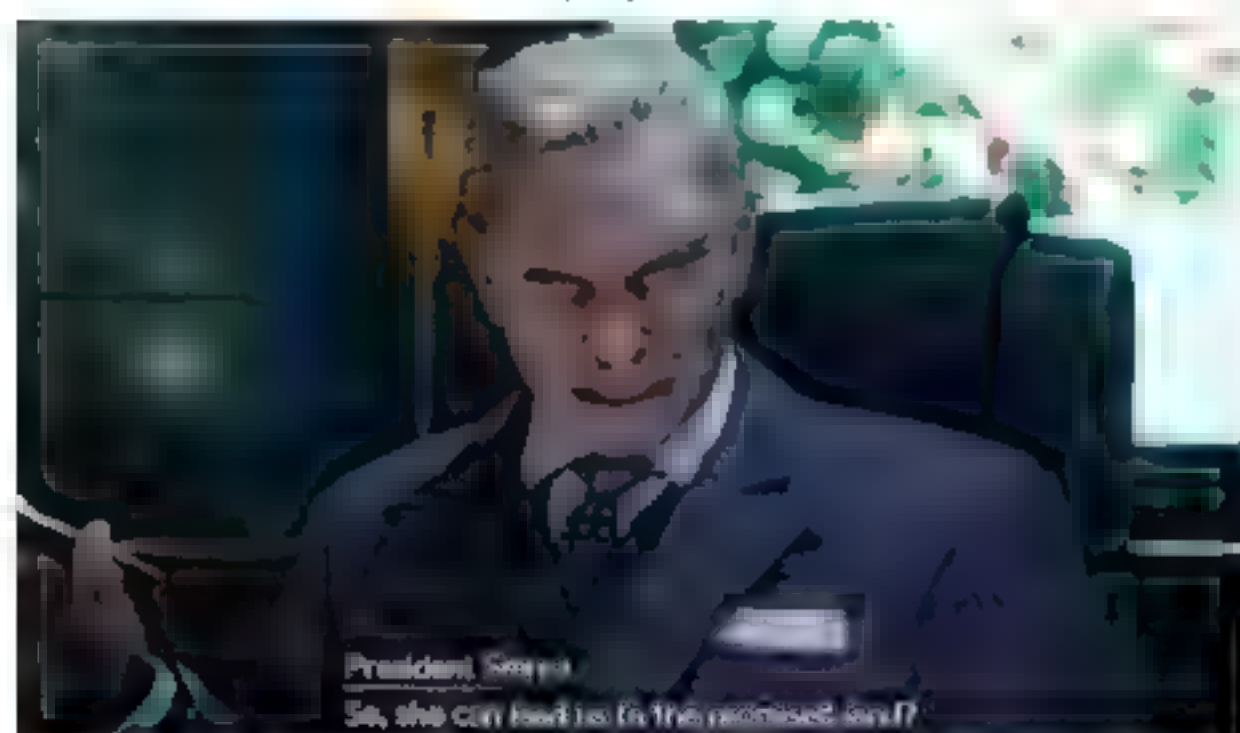
Age ▶ 67

Jpn ▶ Genzō Wakayama

Eng ▶ James Horan

The CEO of Shinra, the company that runs the world

A masterful businessman who's grown his company from a small weapons development firm into a monolithic corporation with the world under its thumb. He'll do whatever it takes to secure profits, utterly obliterating anyone or anything that poses an obstacle to his success. He tramples the disadvantaged under foot, all the while providing a comfortable and prosperous life for the affluent upper class. By freely manipulating the information passed through the media, he's able to shape public sentiment as he sees fit.



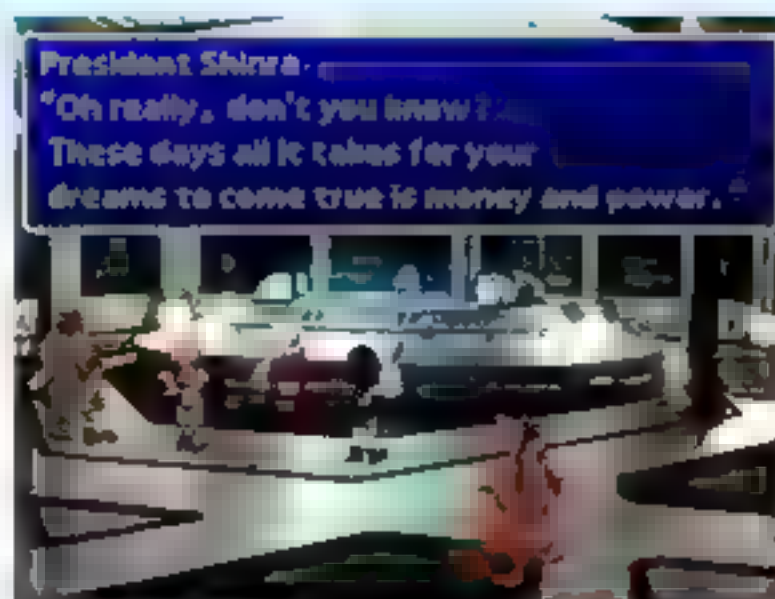
← He seeks a "Promised Land" abundant in mako energy so that he can build a brand new city of dreams.



"I know what I want,
and I take it. I take
advantage of whatever
I can, and discard that
which I cannot."

Original TTYV Playback Shinra Edition

He appears at Mako Reactor 5 to ambush Avalanche when they come to blow it up. He takes no notice of Barret's remonstrances and departs on a helicopter after sending out the airbuster to deal with his guests. Later on, he captures Cloud and his party when they enter the Shinra Building to rescue Aerith, but by the time Cloud and the others break out of their cells, he's already dead, impaled by Sephiroth's katana.



↑ He tells Cloud and the other captives his dream of making Shinra prosper even more



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HEIDEGGER

ハイデッカー

PROFILE

Age ▶ 58

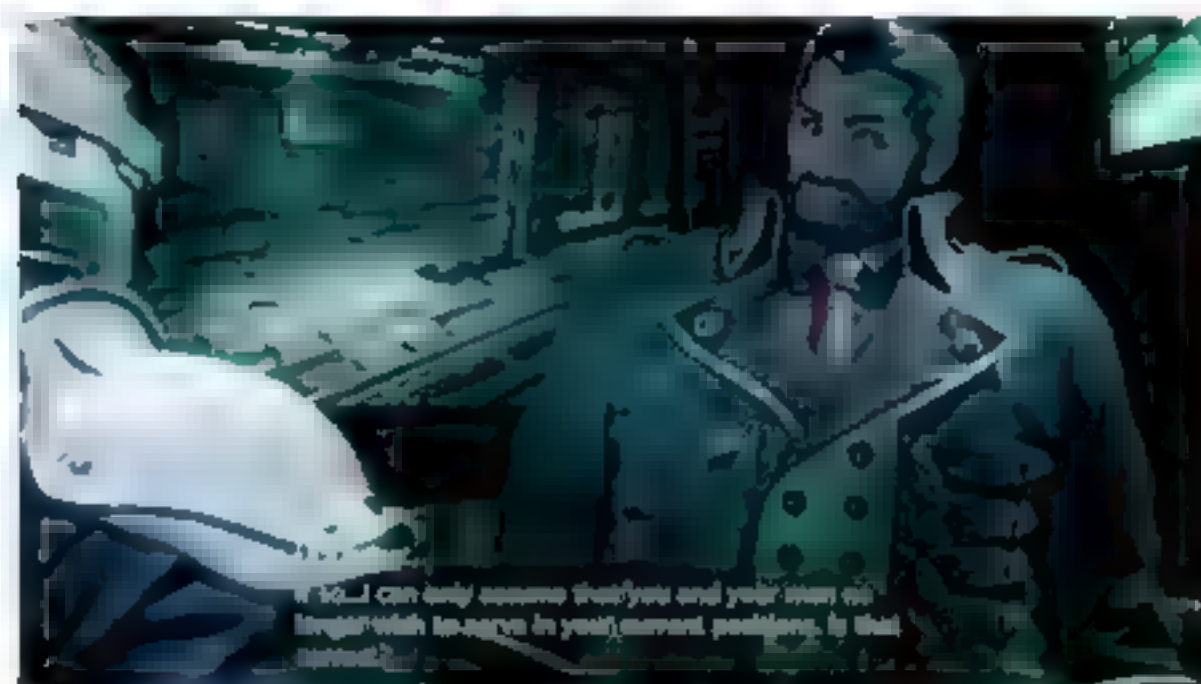
VOICE

Jpn ▶ Katsumi Chō

Eng ▶ John DiMaggio

An overbearing senior executive with a hearty laugh

An arrogant giant of a man who oversees Shinra's Public Security Division, the most powerful department within the company. He served as a general in the recent war with Wutai and has worked as a close aide to the President since the founding days of Shinra, earning him a position of considerable trust. His respect runs only one way, however: he won't hesitate to sacrifice soldiers to achieve his goals, and will mercilessly cut down any who object to his orders.



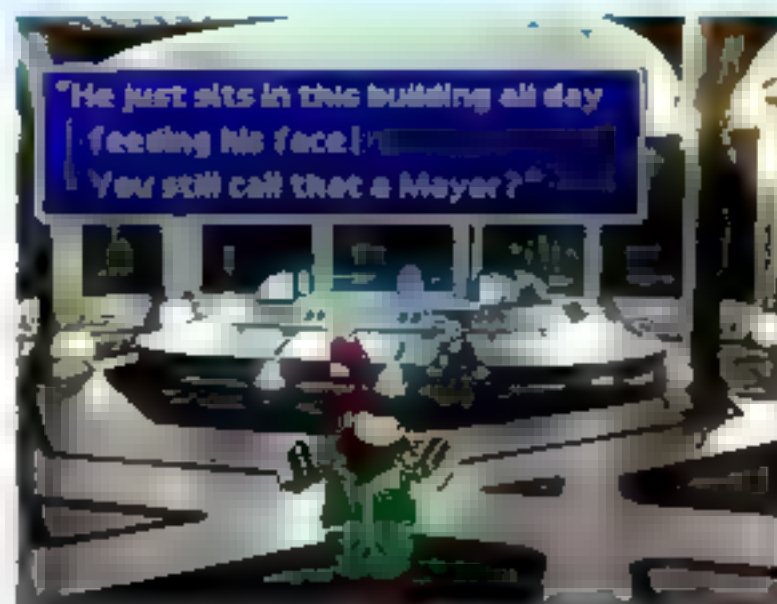
↑ A massive and menacing man, he forces his subordinates into outrageous catch-22 situations. It's no wonder they're so afraid of him.

"It is so hard to find good help these days.
Which is why the president ought to count his blessings.
What would he do without me?"



Original [FFVII] Playback Cloud's Story Edition

His vulgar "Gahaha" laughter is especially striking, though his appearances in the original game before Cloud and his party escape Midgar are surprisingly few. To wit, he only shows up when reporting to the President on the progress of the Sector 7 plate drop plan, and when participating in the executives' board meeting. He's more likely to be remembered for his appearances in Junon and Costa del Sol, where Rutus gives him an icy reception.



"He just sits in this building all day feeding his face!"
"You still call that a Meyer?"

↑ He tends to look down disdainfully on anyone in a lower position than him.



PROFESSOR HOJO

宝条

PROFILE

Age ▶ 62

VOICE

Jpn ▶ Shigeru Chiba

Eng ▶ James Sie

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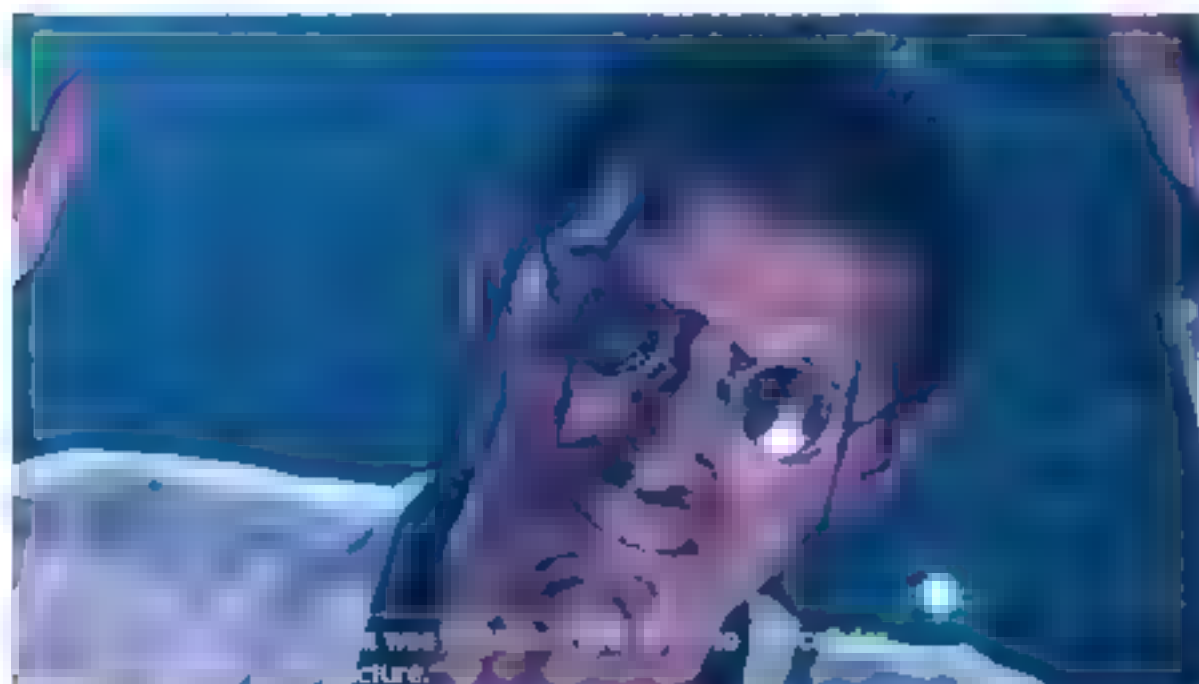
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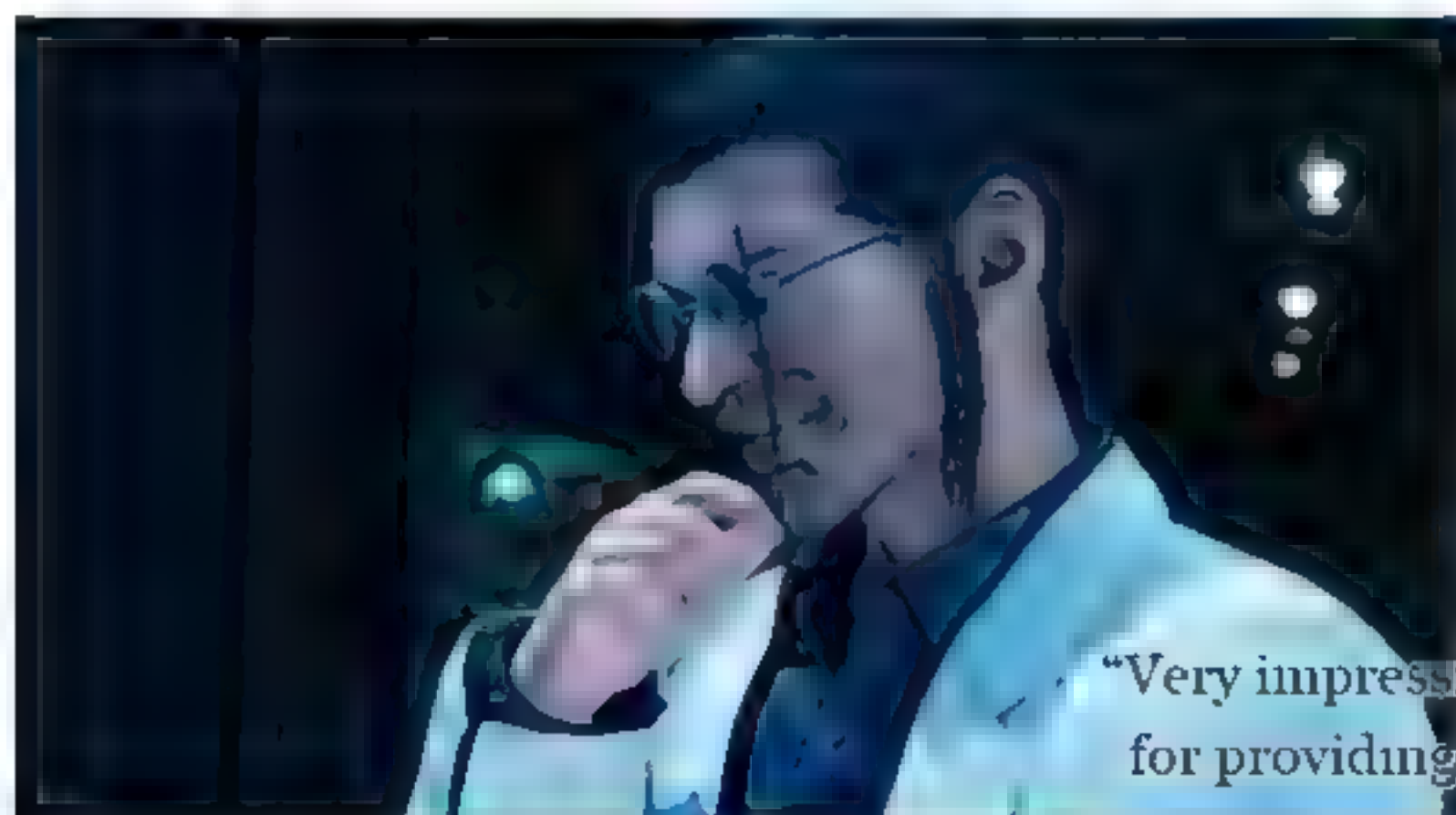
Keyword Commentary

A self-righteous scientist with no moral compass

The director of Shinra's Research and Development Division. He conducts a variety of ethically negligent experiments on live subjects and at one point contributed to research on SOLDIERs, warriors irradiated with mako to enhance their physical capabilities. In addition to performing inhumane experiments on the Ancient Aerith, he's also fixated on studying the cells of a certain organism secretly stored in the Drum, an enormous research facility housed inside the Shinra Building.



↑ He has no sense of right and wrong and seems to regard humans as nothing more than specimens for his experiments.

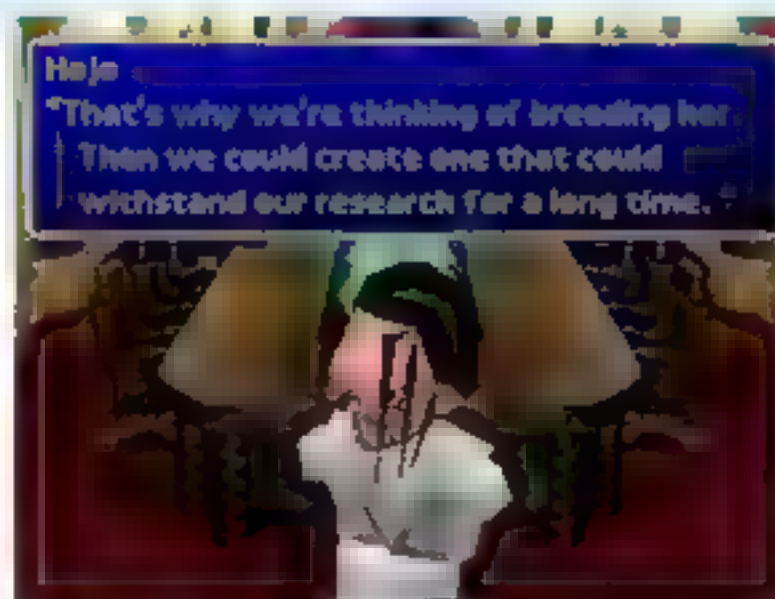


"Very impressive. I really must thank you for providing me such invaluable combat data."

Original FFVII / Playback

How to Edit

When he first appears in the Shinra Building, he seems to be nothing more than a seedy scientist. However, he's later revealed to have conducted a variety of experiments foundational to the game's story, and has had a profound impact on the lives of Cloud, Aerith, and Sephiroth. Incidentally, Sephiroth gives him a rather harsh evaluation, calling Hojo a talentless novice saddled with complexes.



Hojo
"That's why we're thinking of breeding her. Then we could create one that could withstand our research for a long time."

↑ He concocts experiments beyond the pale of ordinary human thought and promptly puts them into action.



PROFILE

Age ▶ 35

VOICE CAST

Jpn ▶ Banjō Ginga

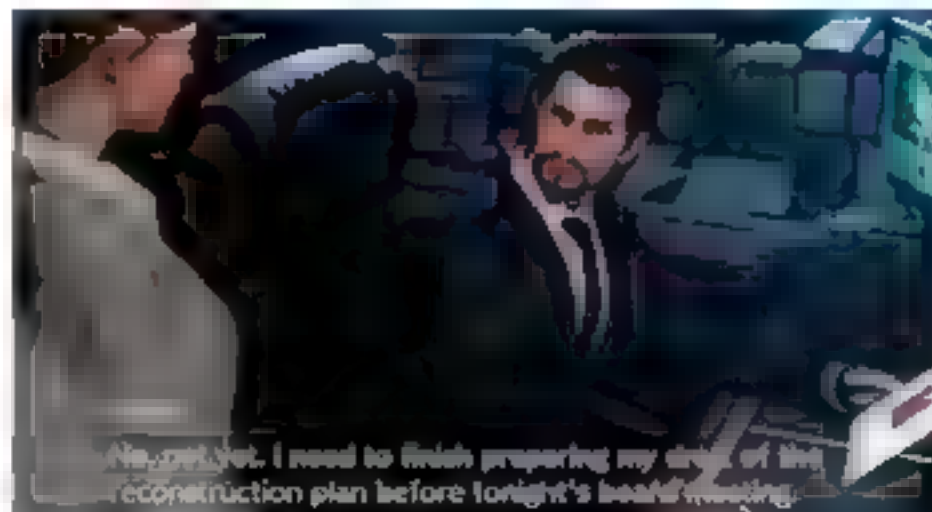
Eng ▶ Jon Root

REEVE

リーブ・トウェスティ

The sole sensible member of Shinra's board of directors

The director of Shinra's Urban Planning Division. He's in charge of managing and maintaining Midgar at large, aiming not only to raise living standards but to improve environmental conditions in the slums. Due to his dedication to put citizens' lives first, he's often looked down on by the other executives, who prioritize things like profit and performance.

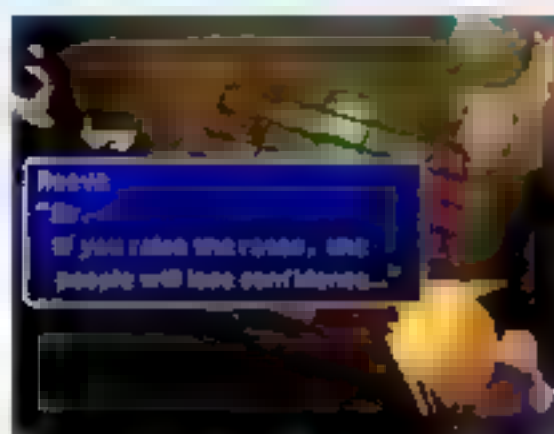


↑ A rarity among the executives, he's a conscientious man who works himself ragged for the sake of Midgar's citizens.

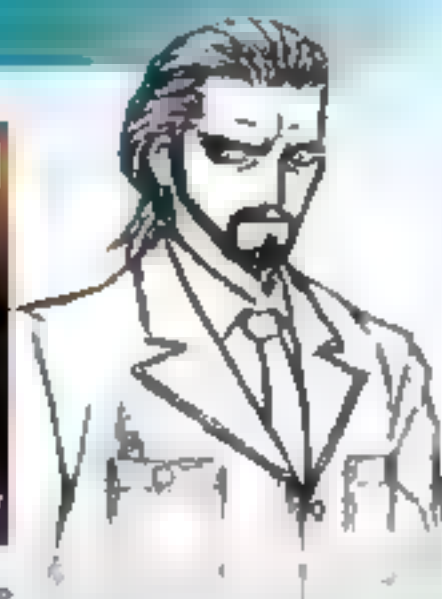


Original FFVII Playback Reeve Edition

He doesn't get much screen time in the Shinra Building, but he indirectly plays a major role by using a certain ability. When he gets flustered, his manner of speech becomes wildly different from his usual composed tone.



↑ His sympathetic remarks about the citizenry go utterly unheeded.



"Please, Mr. President!
I am asking you to
reconsider—no, begging."

SCARLET

スカーレット

PROFILE

Age ▶ 40

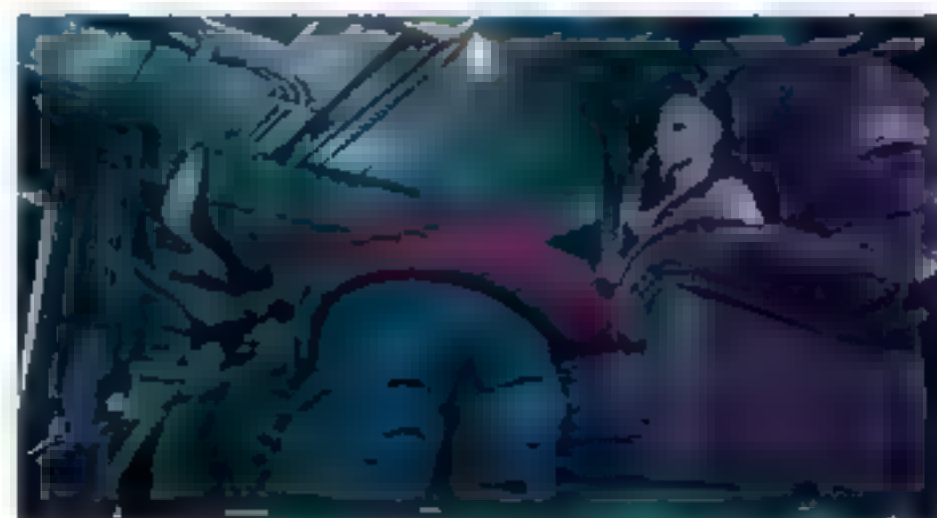
VOICE CAST

Jpn ▶ Masako Katsuki

Eng ▶ Erin Cottrell

A cruel-hearted woman in a crimson dress

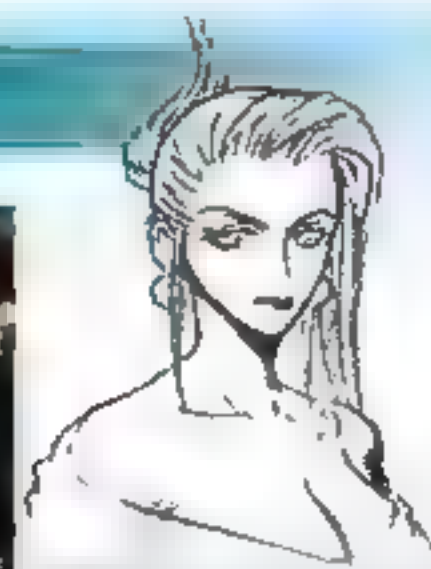
The lone woman among Shinra's executives, she oversees the Advanced Weaponry Division. She successfully developed a series of innovative and highly effective weapons during the war, earning the company a windfall of profits and securing her promotion to upper management. She's a talented woman in charge of weapons development—Shinra's core industry—but possesses an exceedingly brutal personality.



↑ She has no regard for the dignity of others, using a soldier who serves her as a footstool.

Original FFVII Playback Scarlet Edition

She develops a number of weapons, including the Sister Ray and Pride and Joy. Her most memorable contribution, however, might just be her deafeningly high-pitched "Kyahaha" laughter



"Personally,
I've never had a
problem with torture."





PALMER

パルマー

An undignified executive with next to no responsibilities

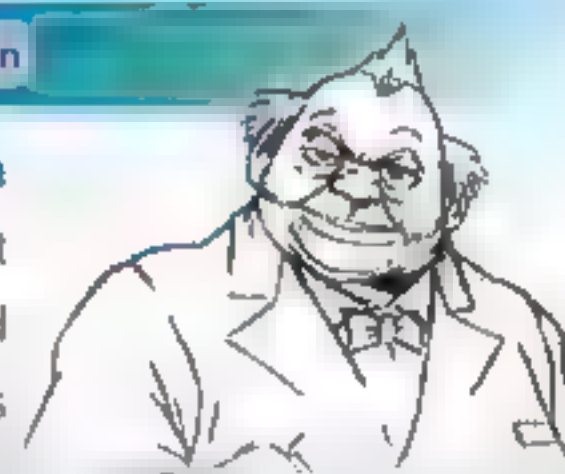
The director of Shinra's Space and Aeronautics Division. He's had a lot of free time on his hands ever since his program was frozen after a failed rocket launch, and enjoys little to no speaking privilege during meetings. He's known for his bizarre "Hyuhuhuh" chuckle



◀ He prefers to drink his tea with lard, proclaiming that without it, he may as well be drinking boiled pond water

Original [FFVII] Playback Palmer Edition

A corpulent man who moves in a comical manner. He witnesses President Shinra being slain by Sephiroth and relays what he saw to Cloud and his party when they arrive.



"A man of my refined tastes running out of lard!"

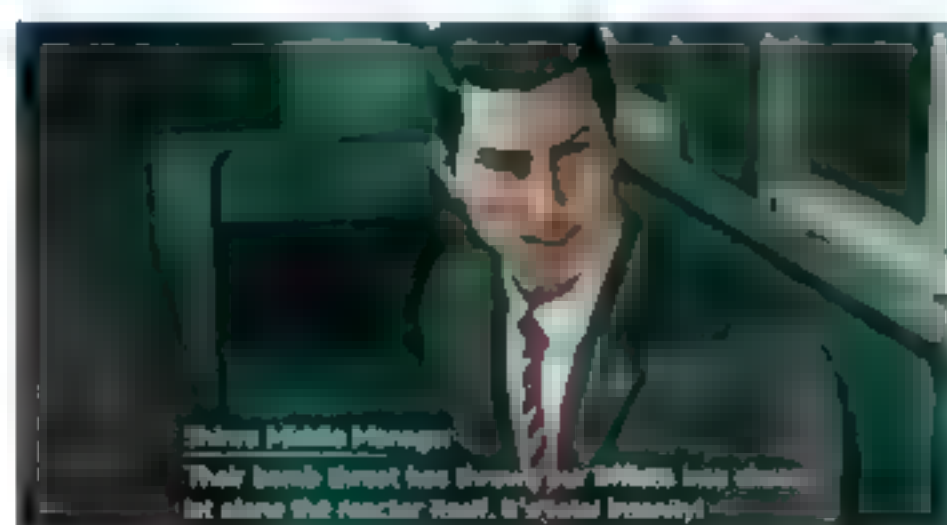
Jpn ▶ Eiji Hanawa
Eng ▶ Brian Maillard

SHINRA MIDDLE MANAGER

神羅課長

An impassioned corporate warrior who fights with the spirit of Shinra

A Shinra company man who lives in the Sector 7 slums with his wife and daughter. He believes Shinra's development will improve people's livelihood and works hard at his job day in and day out. His tribulations as a middle manager seem never-ending, but he's well regarded by those under him for his kind attitude and go-getter mentality.



↑ Wanting to succeed for the sake of his family, he reports to work even on the day of a bomb threat

"We will not submit to intimidation or violence!"

Original [FFVII] Playback Shinra Middle Manager Edition

Despite being an employee at Shinra, he somehow shows up wherever Cloud and his party go. He laments his misfortune at being stuck on the same train as Barret, whom he regards as a dangerous individual.



◀ His encounter with Barret is only the beginning. He suffers a series of misfortunes as he visits various places



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RUFUS SHINRA

ルーファウス神羅

PROFILE

Age ▶ 30

VOICE ACTING

Jpn ▶ Tōru Ōkawa

Eng ▶ Josh Bowman

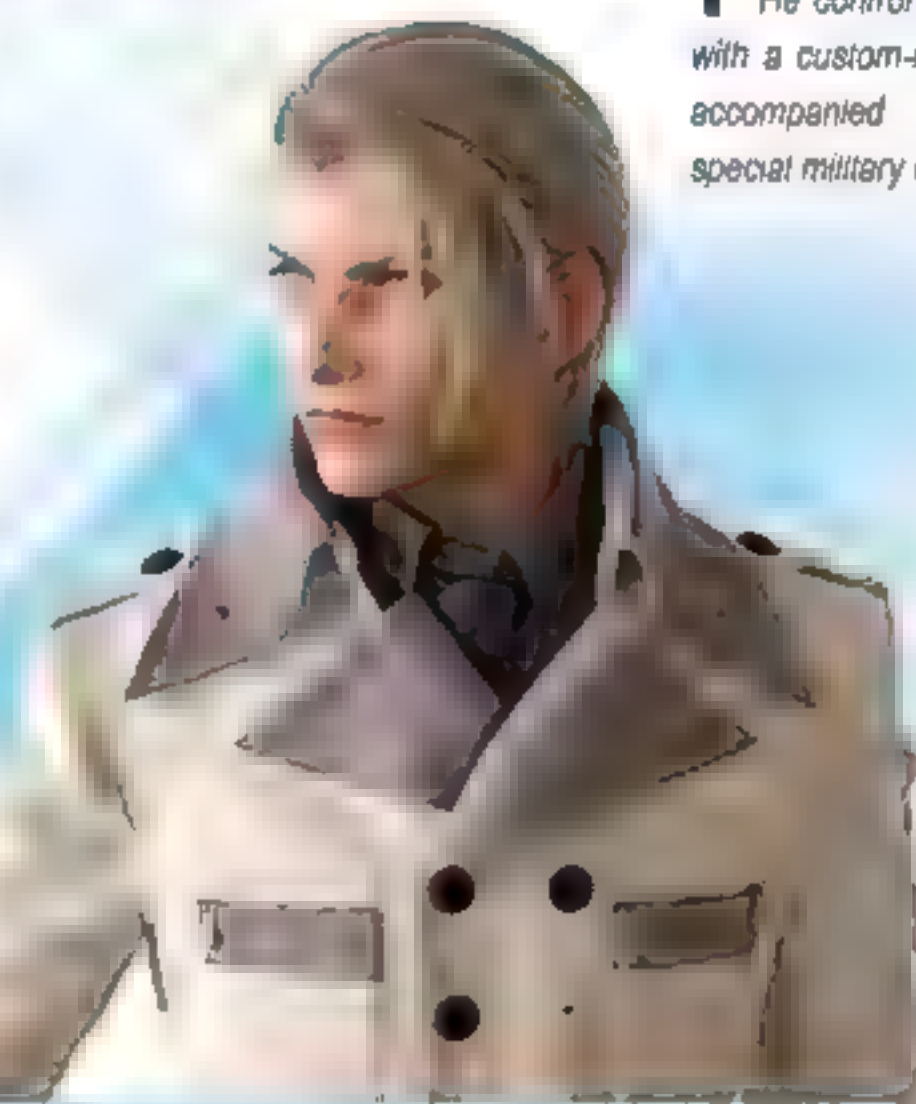
A confident and ambitious heir to an empire

President Shinra's son and the vice president of the Shinra Electric Power Company. His administrative approach differs from his father's, and despite being second-in-command at the company, he's granted almost no executive authority. He's felt rebellious toward President Shinra for quite some time, and once attempted to force his father out of his position at the company. He's been away from headquarters on an extended business trip, but returns after hearing news of the plate drop incident.

"Tonight marks a new beginning for Shinra!"

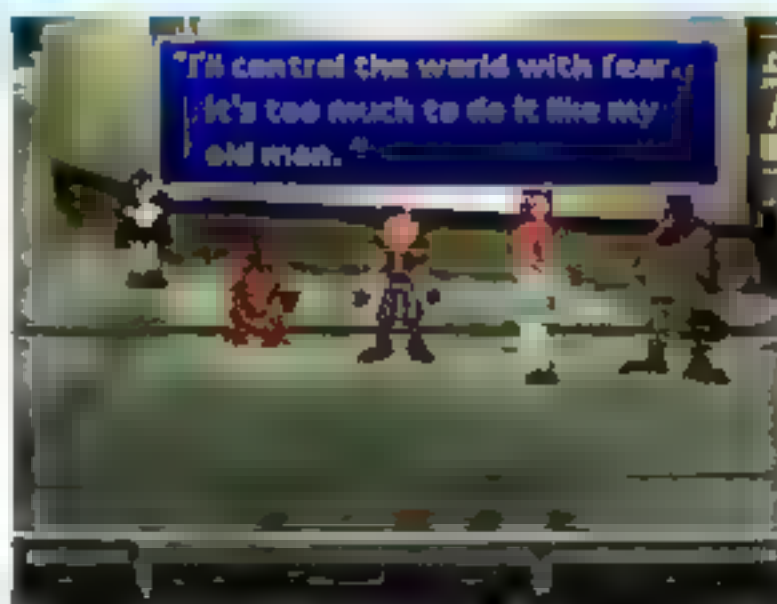


↑ He confronts Cloud equipped with a custom-made shotgun and accompanied by Darkstar, his special military escort hound



Original [FFVII] Playback Rufus Edition

Soon after the President dies, he makes a gallant appearance at the heliport on the Shinra Building's 70th floor and promptly inaugurates himself as the new CEO. He lets Cloud and his party in on his personal administrative strategy, confidently claiming that unlike his father, who ruled by the power of money, he'll control the masses through fear. Tifa responds by telling him he's just like his father, as they both love giving speeches.



↑ Described as a cold and heartless man, he tries to rule forcefully through a politics of fear



TSENG

ツォン

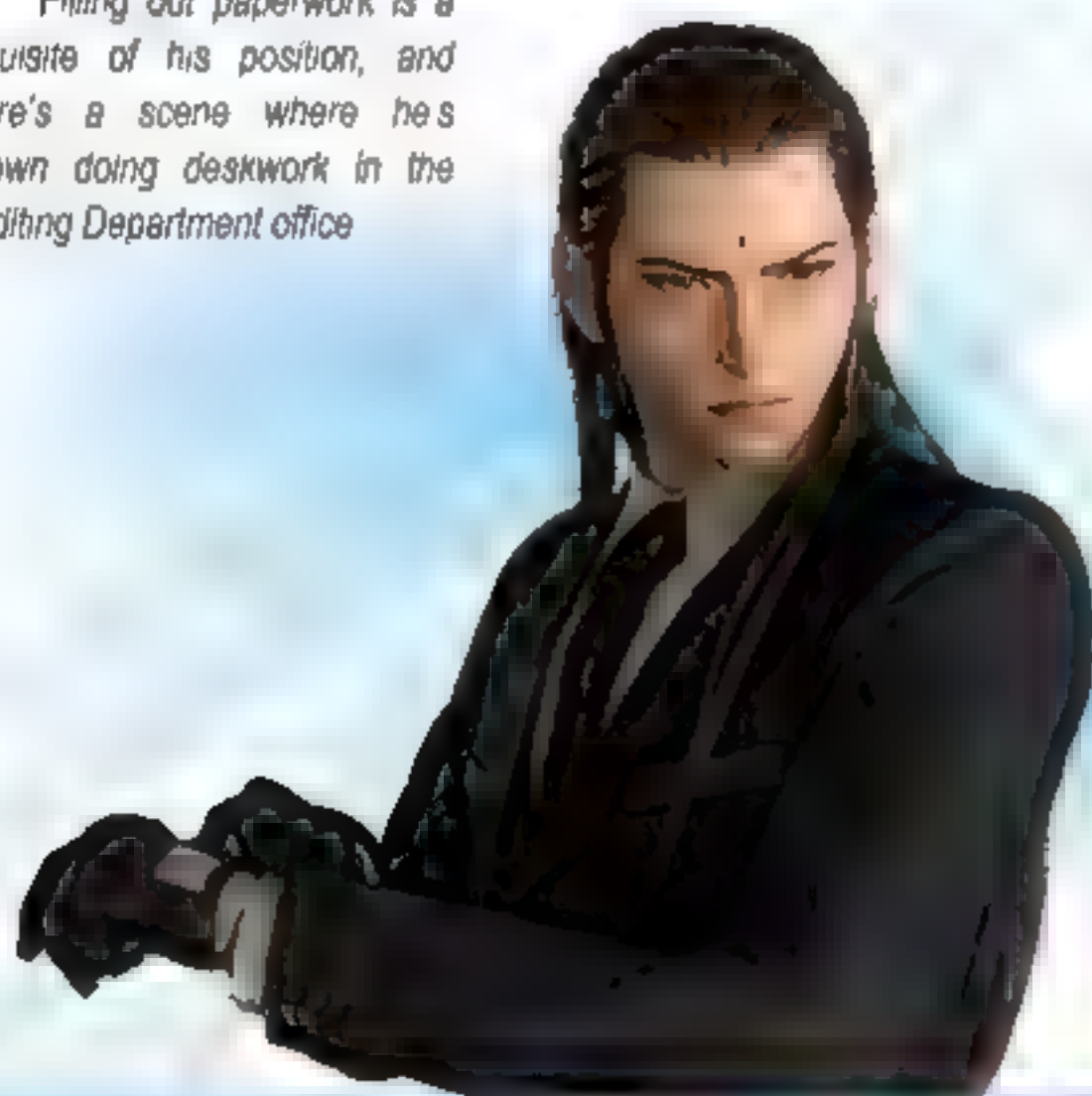
PROFILER VOICE CAST
Age ▶ 30 Jpn ▶ Junichi Suwabe
Eng ▶ Vic Chao

A cool-headed boss who keeps his crew in order

A supremely self-possessed man who serves as director for the Turks, the Auditing Department of Shinra's General Affairs Division. He's a veteran who's worked on the front-lines ever since he was young, though these days he rarely has occasion to enter the fray himself, instead relaying commands to eccentric subordinates like Reno and Rude. He's been monitoring Aerith and ensuring her safety for many years, watching over her ever since she was a child.



↑ Filling out paperwork is a requisite of his position, and there's a scene where he's shown doing deskwork in the Auditing Department office



"You led us on a merry chase, Aerith."



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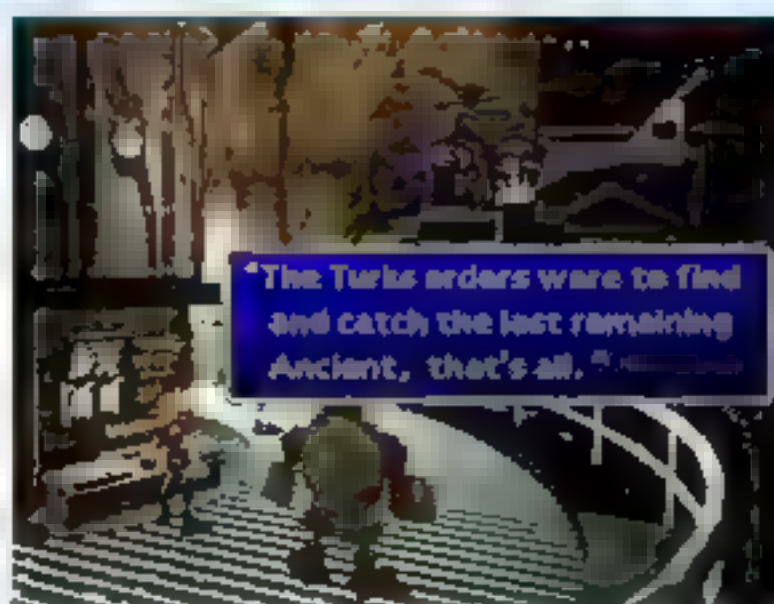
Miscellaneous Characters

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Keyword Commentary

Original FFVII / Playback Tseeng Edition

Amid the chaos surrounding the Sector 7 support pillar, he captures Aerith in exchange for Marlene's safety. On his way back to the Shinra building to deliver his captive via helicopter, he appears before Cloud and his team on the top level of the support pillar. When Aerith tries to inform her companions that Marlene is safe, he shows his villainous side and interrupts her with a slap.



↑ He has special feelings for Aerith but unflinchingly does what his job demands of him.



RENO

レノ

PROFANE

VOICE ACTING

Age ▶ 28

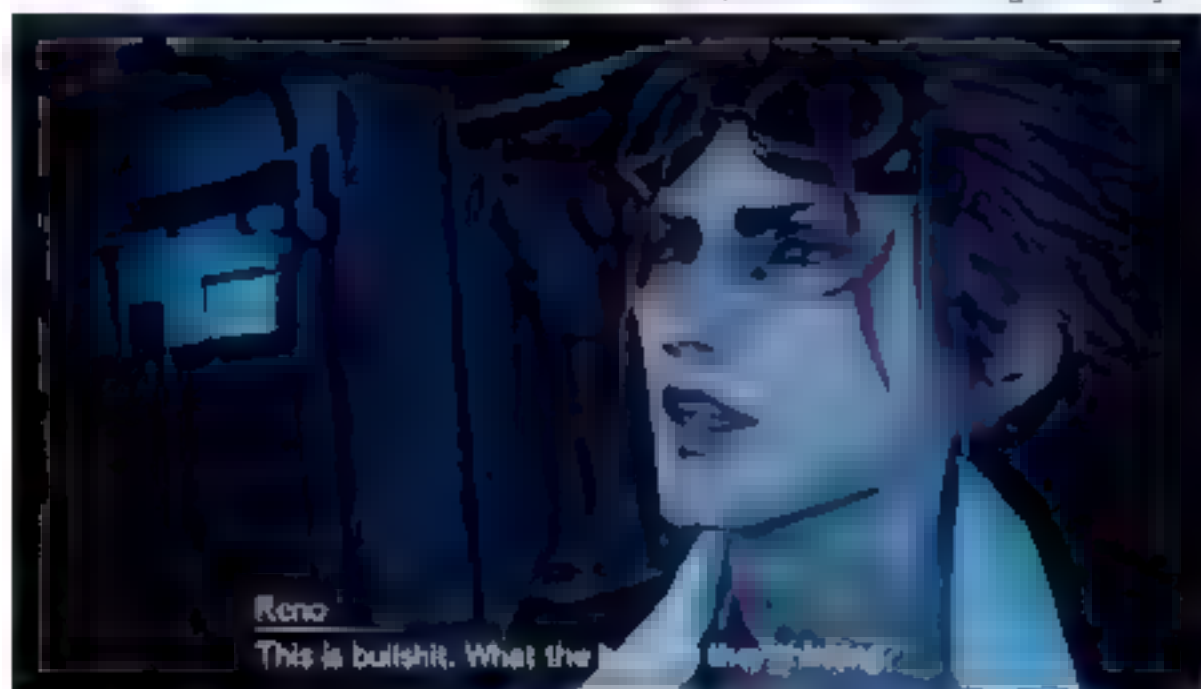
Jpn ▶ Keiji Fujiwara

Eng ▶ Amie Pantoja

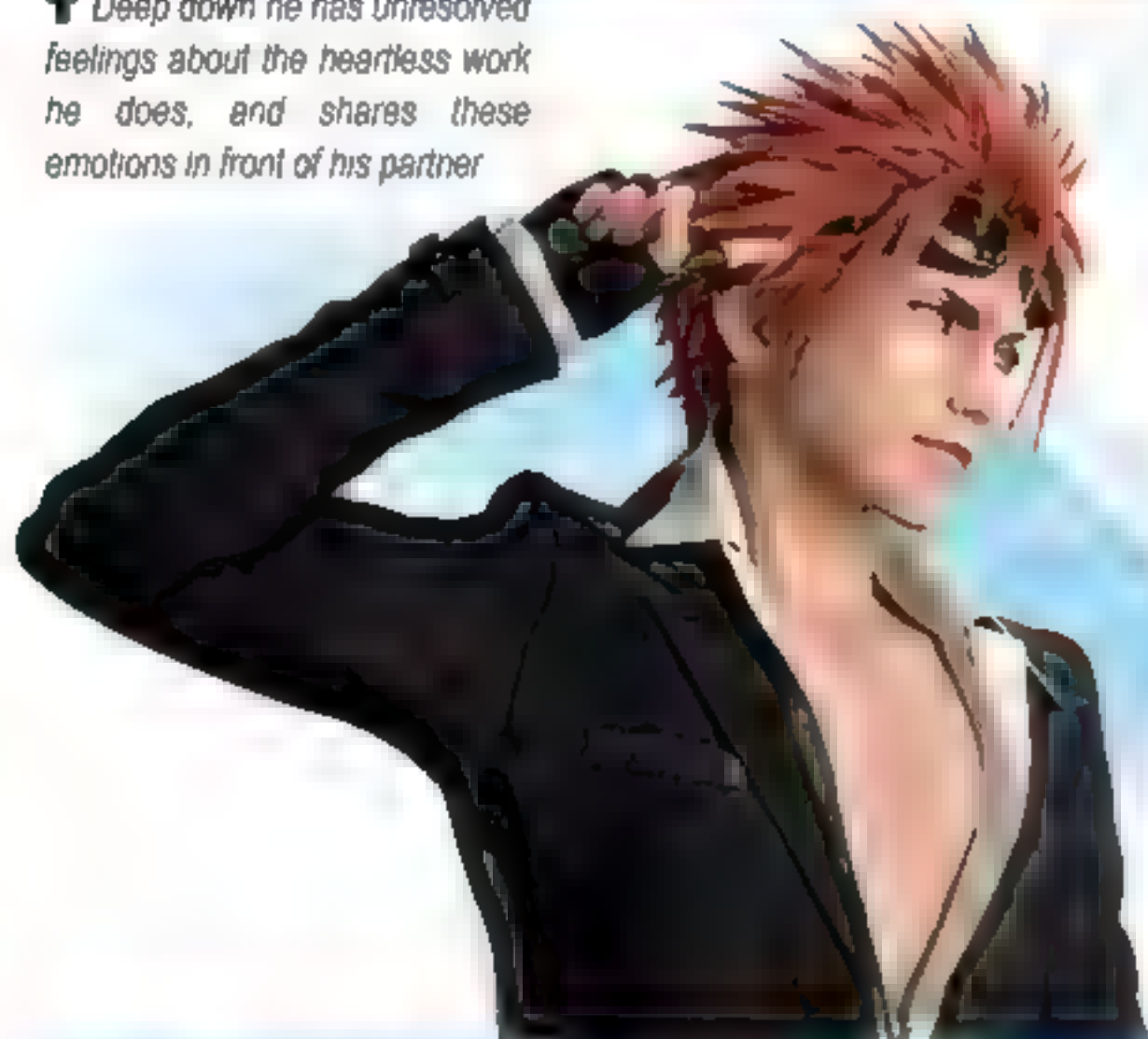
A redheaded ace with a sneer on his lips

A member of the Turks with flaming red hair tied back in a ponytail. He wears his suit in a unique dressed-down style and approaches work with a cynical attitude, yet has a strong sense of professionalism all the same. He's the nimblest and most agile of the Turks and playfully engages his opponents using a variety of weapons, such as EM mines and his special baton. He has a habit of ending sentences with *zoto**.

*a curious catchphrase that has no English analogue



↑ Deep down he has unresolved feelings about the heartless work he does, and shares these emotions in front of his partner

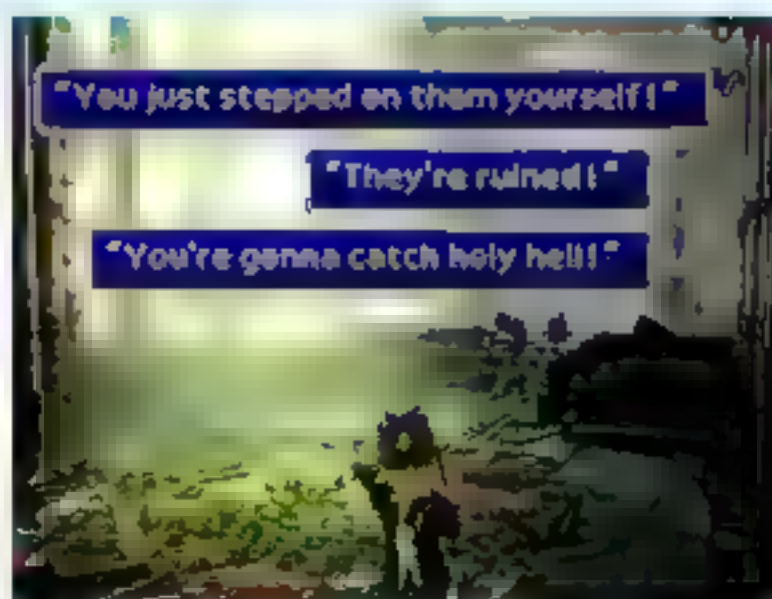


“Hate doing cleanup, but... I'm damn good at it!”



Original [FFVII] Playback Script: Yoshinori Kitase

He appears in various locations aiming to obstruct Cloud and his party, beginning with a visit to the church in the Sector 5 slums. Among other things, he oversees the sordid task of activating the plate separation system at the Sector 7 support pillar. At the same time, he has an oddly human side, acting embarrassed after trampling the church flowers and gossiping excitedly with Rude about who likes whom.



↑ His subordinate soldiers heckle him after he inadvertently treads on the flower bed





"I sometimes have to do bad things."

RUDE

ルード

PROFILE VOICEOVER
Age ▶ 30 Jpn ▶ Taiten Kusunoki
Eng ▶ William C. Stephens

A taciturn man who faithfully fulfills his missions

A bald-headed, sunglasses-wearing giant who serves as a Turk alongside his partner Reno. He's a man of few words who silently executes his assignments, fighting with a powerful hand-to-hand style that takes advantage of his well-trained bulk. It's easy to misunderstand him based on his appearance; he's actually exceptionally sober and hard-working, a large-hearted man who cares for his companions above all else. Even Aerith, the object of his surveillance, doesn't think he's a bad person.



↑ He carries around a spare pair of his trademark sunglasses in case of unforeseen circumstances. Even if they get shattered in battle, he can quickly replace them.



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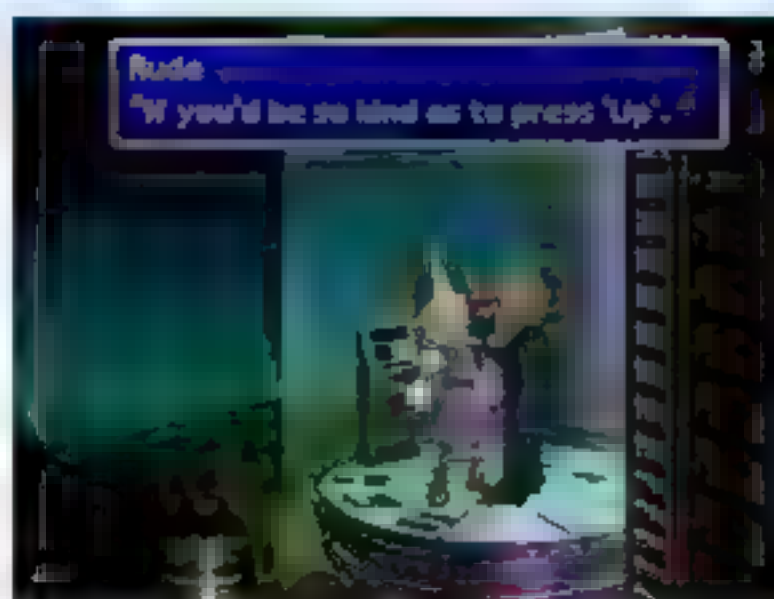
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Original FFVII / Playback Rude Edition

He first appears working alongside Tseng to detain Cloud and the others after they infiltrate the Shinra Building. During his next appearance in the Mythril Mine, he shows up accompanied by his junior associate Elena. Although he tends to work as a pair with his partner Reno, the two don't actually show up together until Gongaga, a short time after Cloud and his team leave Midgar.



↑ He forces his way onto a cramped elevator, cutting off Cloud and his party's means of escape



VOICE CAST

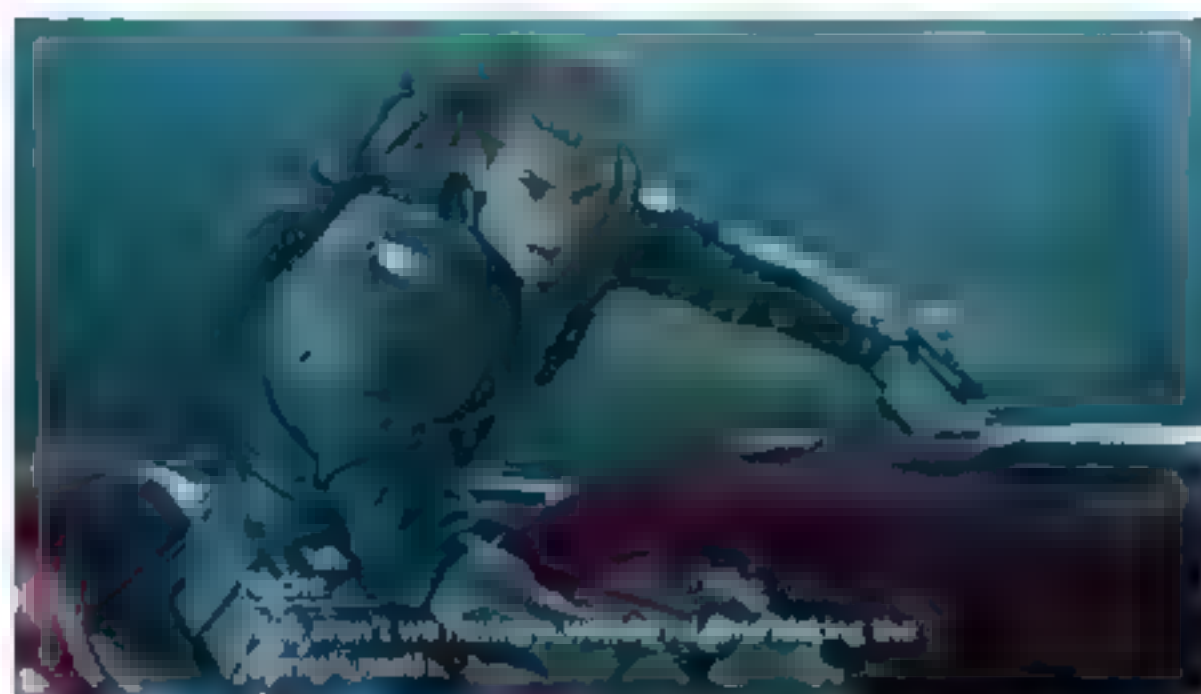
Jpn ▶ Kenta Miyake
Eng ▶ Austin Lee Matthews

ROCHE

ローチェ

A maverick SOLDIER with a love of motorcycles

A SOLDIER 3rd Class with an unusual past who was promoted from a mere mobile unit officer. Despite possessing abilities that rival those of higher classes, he's never been able to secure a promotion because he'll only accept missions he can do on his motorcycle. Referred to as a "speed junkie" by those around him, he's despised by the other mobile unit officers for his acrobatic stunts and off-the-handle maneuvers, which tend to imperil his friends just as much as his foes.



↑ The bike race with Cloud ignites his heart and he decides to call him "friend."

"As if I could ever
grow tired of your company!"



CHADLEY

チャドリー

An intern engaged in materia development

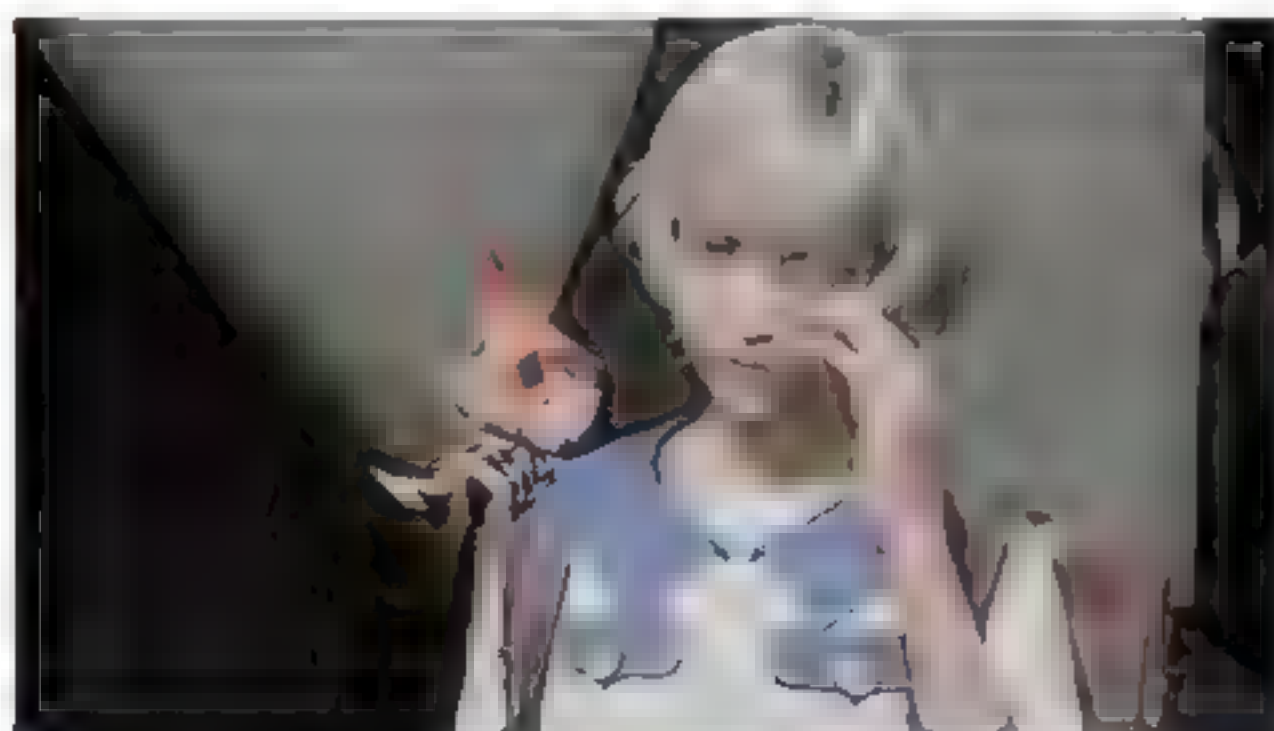
A lab team member attached to Shinra's Research and Development Division. He's conducting research into materia development with special attention to the bioenergetics of monsters. He harbors doubts about Shinra's policies, and schemes to create new materia as a way to gain power to oppose the company. He zeroes in on Cloud as someone who can help him collect the data necessary to do so.

PERSONALITY

Age ▶ 15

VOICE CAST

Jpn ▶ Shūichirō Umeda
Eng ▶ Sean-Ryan Petersen



← The miniature display over his left eye is connected to Shinra's databases, allowing him to browse search results and perform calculations

"I would be honored if you would
help me further my research."



MAYOR DOMINO

ドミノ

VOICE

Jpn ▶ Motomu Kiyokawa
Eng ▶ Neil Ross

SECTION 01

モ

A man stewing with anger for his cold treatment

The mayor of Midgar, the city of mako. Contrary to his title, he's been relegated to a corner of the Shinra Building's library floor, where he's allowed to do nothing but recordkeeping. Excluded even from the executives' board meetings, he simmers with discontent over how he's treated in the current regime.

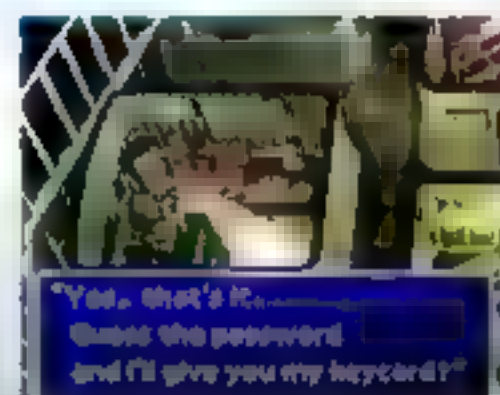


◀ He can't help but grow enraged when it's pointed out how little authority he has. His agitation is such that even Barret is cowed

"Midgar's mayor is nothing less!
Everyone says he's cooler than the rest!"

Original 「FFVII」 Playback Domino Edition

He hands Cloud and his team the 65th-floor cardkey as a way to spite Shinra. Before doing so, he vents his bitter feelings toward the company and gives the party a test where they must correctly guess a four-letter password.



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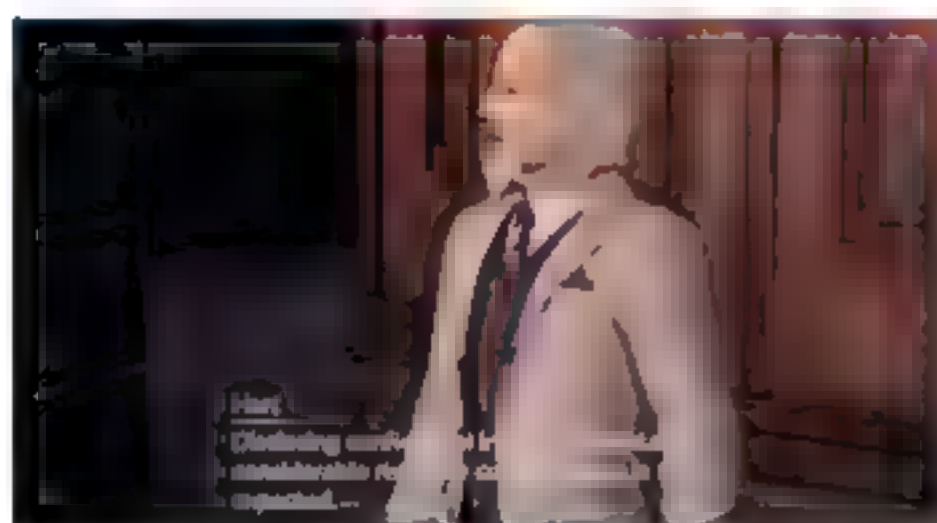
Jpn ▶ Manabu Muraji
Eng ▶ Enn Reitel

DEPUTY MAYOR HART

ハット

A mild-mannered deputy to the mayor

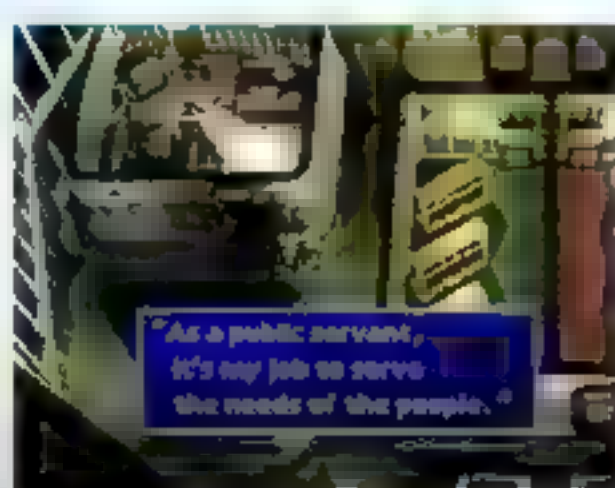
An aging gentleman who serves as the mayor's right-hand man. Courteous and polite to everyone he speaks to, he also possesses a shrewd side and never misses an opportunity to fund the mayor's activities, requesting "compensation" when Cloud tries to get information about the collaborator.



↑ He lends a hand to Cloud and the others per Domino's instructions, but still takes whatever money he can get

Original 「FFVII」 Playback Hart Edition

He's in charge of supplying hints to the test Domino gives. However, his help doesn't come free, and he raises the price as he hands out crumbs of information. It's 500 gil for the first hint, 1,000 for the second, and 2,000 for the third.



"I've come to escort you
to Mayor Domino,
per his request."

Miscellaneous Characters

VOICE CAST

Jpn ▶ Noriko Hidaka
Eng ▶ Jeannie Tirado

CLAUDIA STRIFE

クラウディア・ストライフ

An easygoing mother thrilled with the man her son has become

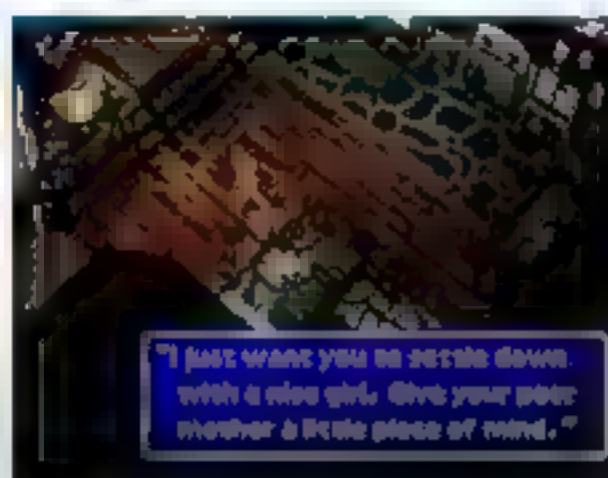
Cloud's mother, who used to live in Nibelheim. She was a kind and cheerful woman with great affection for her son, but was killed by Sephiroth amid the blazing fire five years ago.



"The man you've become... Women must be hounding you day and night."

Original [FFVII] Playback Claudia Edition

Appearing only in Cloud's flashbacks, she warmly welcomes her son home when he returns wearing his handsome uniform. Incidentally, the name Claudia is mentioned in development documents for the original game, but never shows up in the final product.



IFALNA

イファルナ

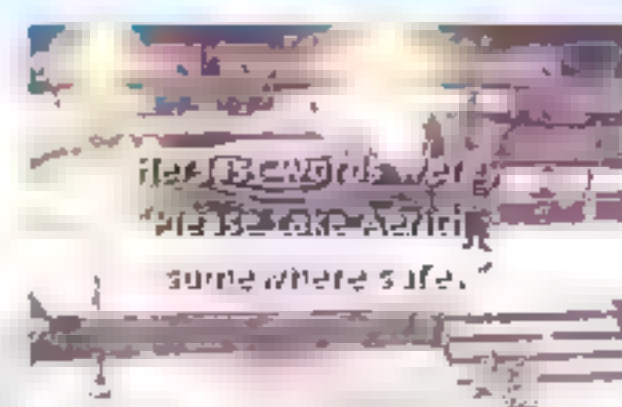
The last pure-blooded Ancient

Aerith's biological mother, who was held captive by Shinra for many years. Fifteen years ago, she escaped from the research facility along with her daughter, only to run out of strength and pass away, entrusting Aerith to Elmyra with her dying breath.



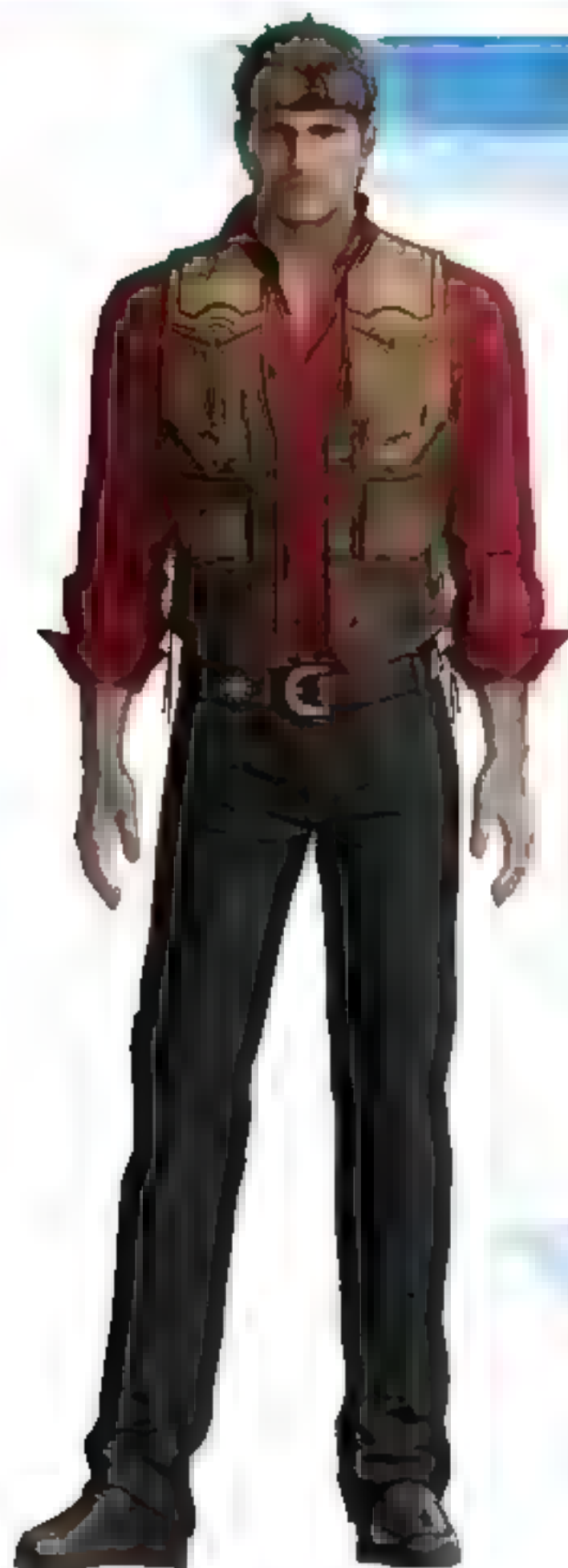
Original [FFVII] Playback Ifalna Edition

In addition to showing up in Elmyra's flashback scene, there are also videos left in Icicle Inn that depict her life before she was captured by Shinra. Footage from when she was alive suggests she was a well spoken and tender woman.



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BRIAN LOCKHART

ブライアン・ロックハート

A father who died by the blade

Tifa's father. He was cut down by Sephiroth in the Nibel Mako Reactor five years ago. By the time Tifa found him, it was too late to do anything



Original FFVII Playback

Brian Edition

He appears several times in Cloud's flashbacks, but he doesn't seem to take kindly to him. Although the name Brian was given to him during development of the original game, he's only designated as "Tifa's Dad" in the final product, with his real name never being revealed.

ZACK FAIR

ザックス・フェア

PROFILE

Age ▶ 23

VOICE CAST

Jpn ▶ Ken'ichi Suzumura
Eng ▶ Caleb Pierce

A bright and sunny SOLDIER who never gives up on his dreams

A SOLDIER 1st Class who went missing after a mission five years ago. He's a cheerful man who loves his comrades and always maintains a positive outlook no matter how tough things get, living life with his dreams and pride at the forefront. He shares a deep and fateful bond with Cloud and Aerith.



↑ He's unjustly hunted down and assailed by a throng of Shinra soldiers. What fate awaits him?

"Embrace your dreams. And, whatever happens...
protect your honor... as a SOLDIER!"

Original FFVII Playback Zack Edition

He has a strong influence on the "ex-SOLDIER" Cloud, and their relationship is depicted in detail in the International version of *Final Fantasy VII*. He stars as the protagonist in *Crisis Core: Final Fantasy VII*, a prequel to *Final Fantasy VII*, where he grows from a naive young man with dreams of becoming a SOLDIER into a full fledged warrior.



LOCATION

FINAL FANTASY VII REMAKE

COMMENTARY

Midgar, the place which serves as the setting for this game, is a massive city built atop a planet through which the Lifestream courses. The city is divided into two parts: a plate portion and a ground level portion, both of which are further comprised of a series of smaller sectors.

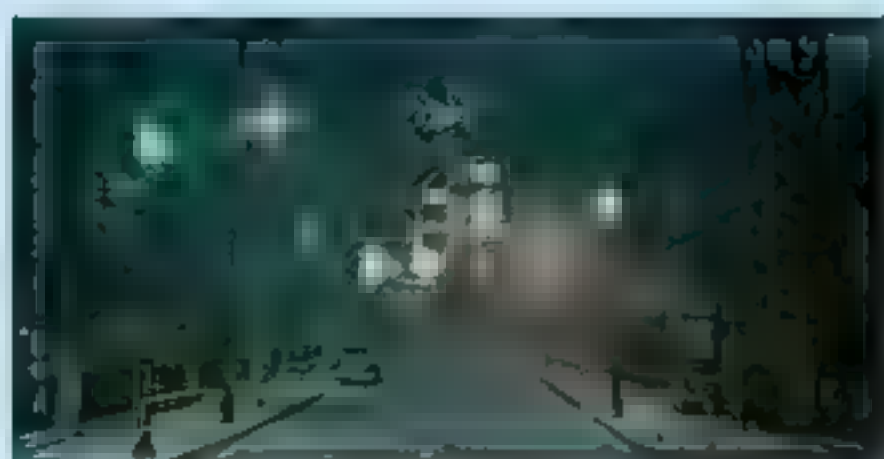
MIDGAR



A city of mako that shines ever brightly at the heart of the world's economy and culture. It's home to the headquarters of the Shinra Electric Power Company, which built Midgar over a period of several decades. Despite having a mayor, the true power of government rests with Shinra. Around the perimeter of the circular city are eight equidistantly situated mako reactors that help supply power to Midgar.

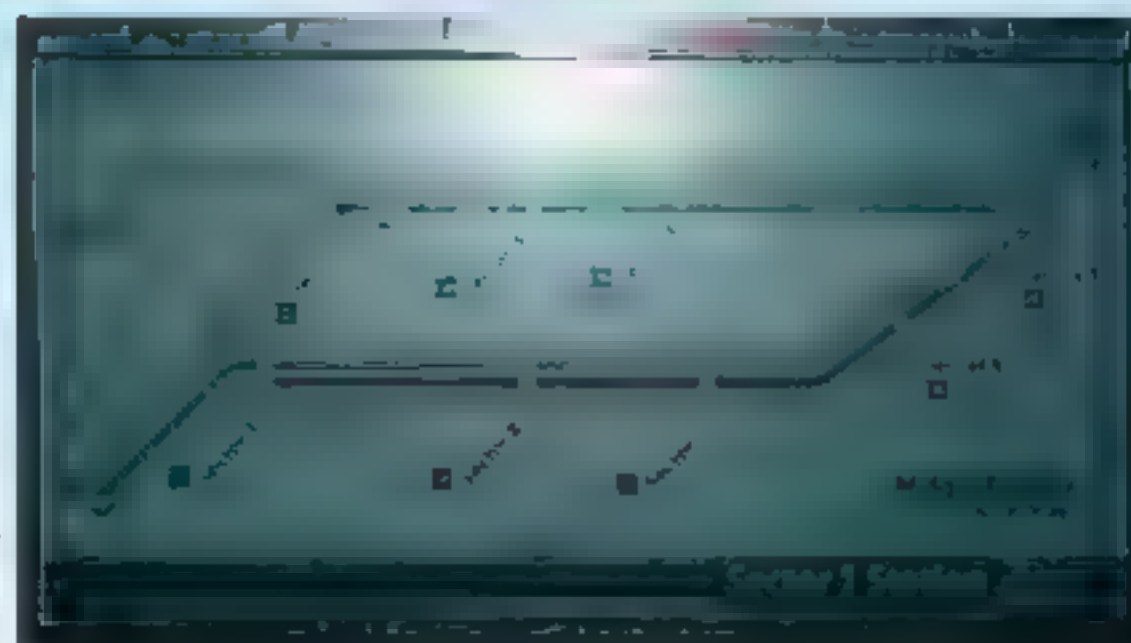


While the mako reactors have improved people's day-to-day lives, the soil has withered to such an extent that flowers can no longer grow.



The sectors are divided into upper and lower levels, with the wealthy on top and the poor living beneath. It's an archetypally stratified society with a high degree of social polarization.

With several lines in operation, trains are a primary mode of transportation in Midgar.



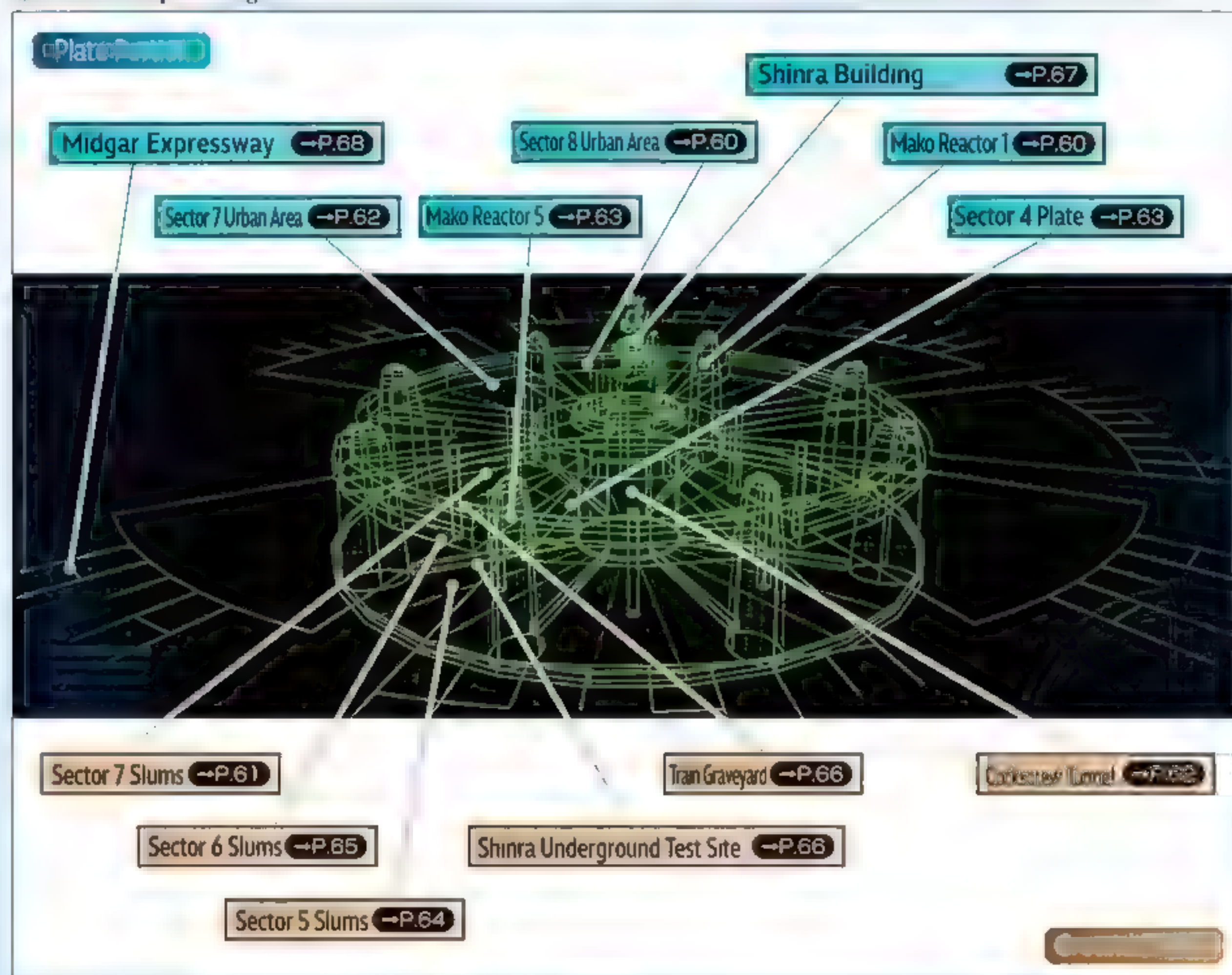
Midgar's Layout

The urban area has been constructed atop a steel plate called the "plate," which spreads out 300 meters above the ground's surface. Beneath the plate, people resolutely live out their lives in gloomy, decaying slums. The city's sectors and mako reactors all bear [a mixture of ordinary and alternative kanji used for numbers], beginning with 七 and ending with 八, assigned in clockwise order.



← Highways and facilities located at the border of two sectors are named using the numbers of both sectors, as in "Sector 7-8 Annex."

General Map of Midgar



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Original 「FFVII」 Playback Midgar Edition

The unique shape of the city, with its circular two-tiered structure, was designed after the original game's staff got the idea from a pizza. Incidentally, the elevation of the plate in the original version was 50 meters from the ground—quite a bit lower than it is in this game.

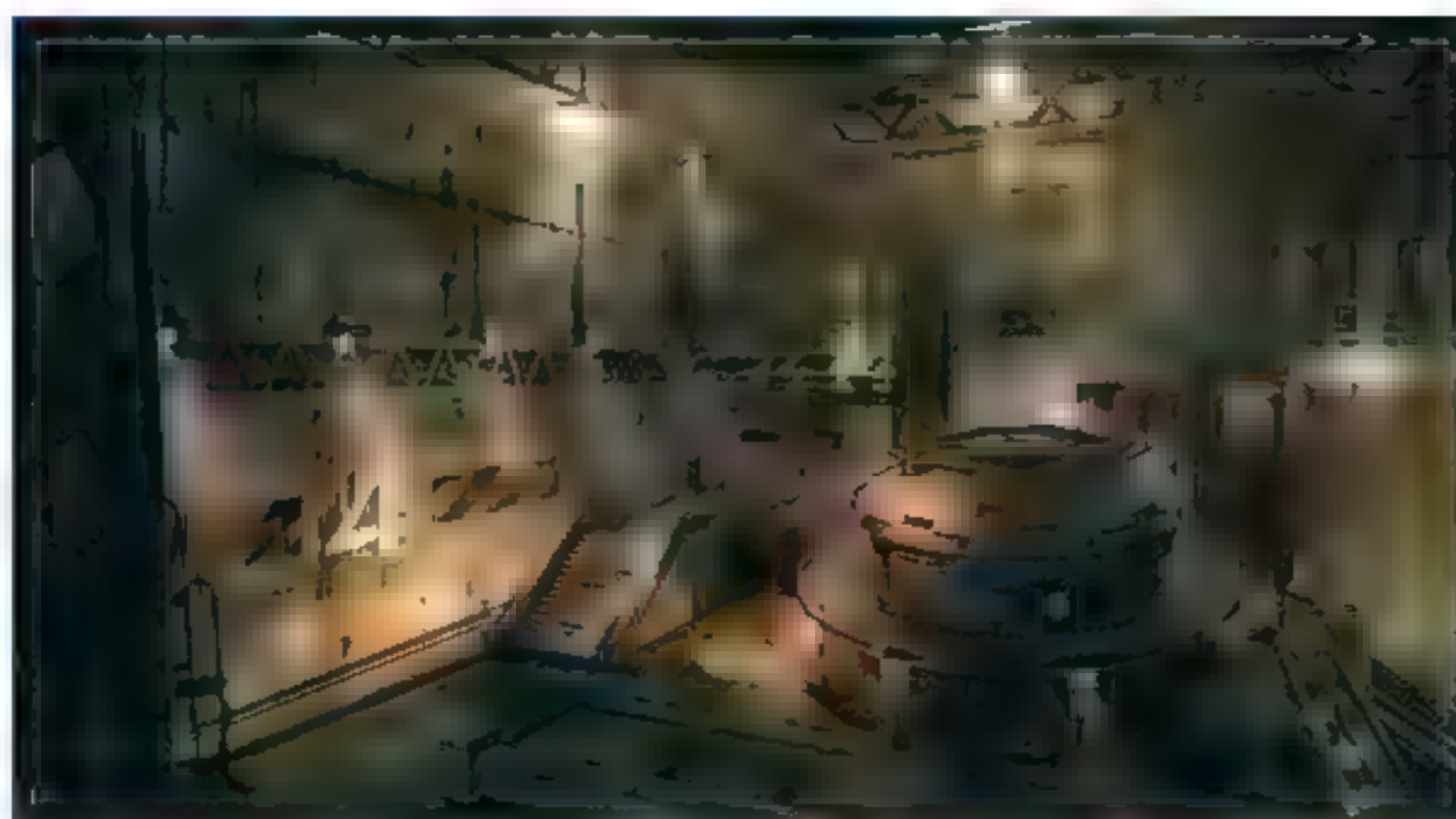


← The Shinra Building, which stands as a symbol of Midgar, was designed in the image of a battleship's bridge.

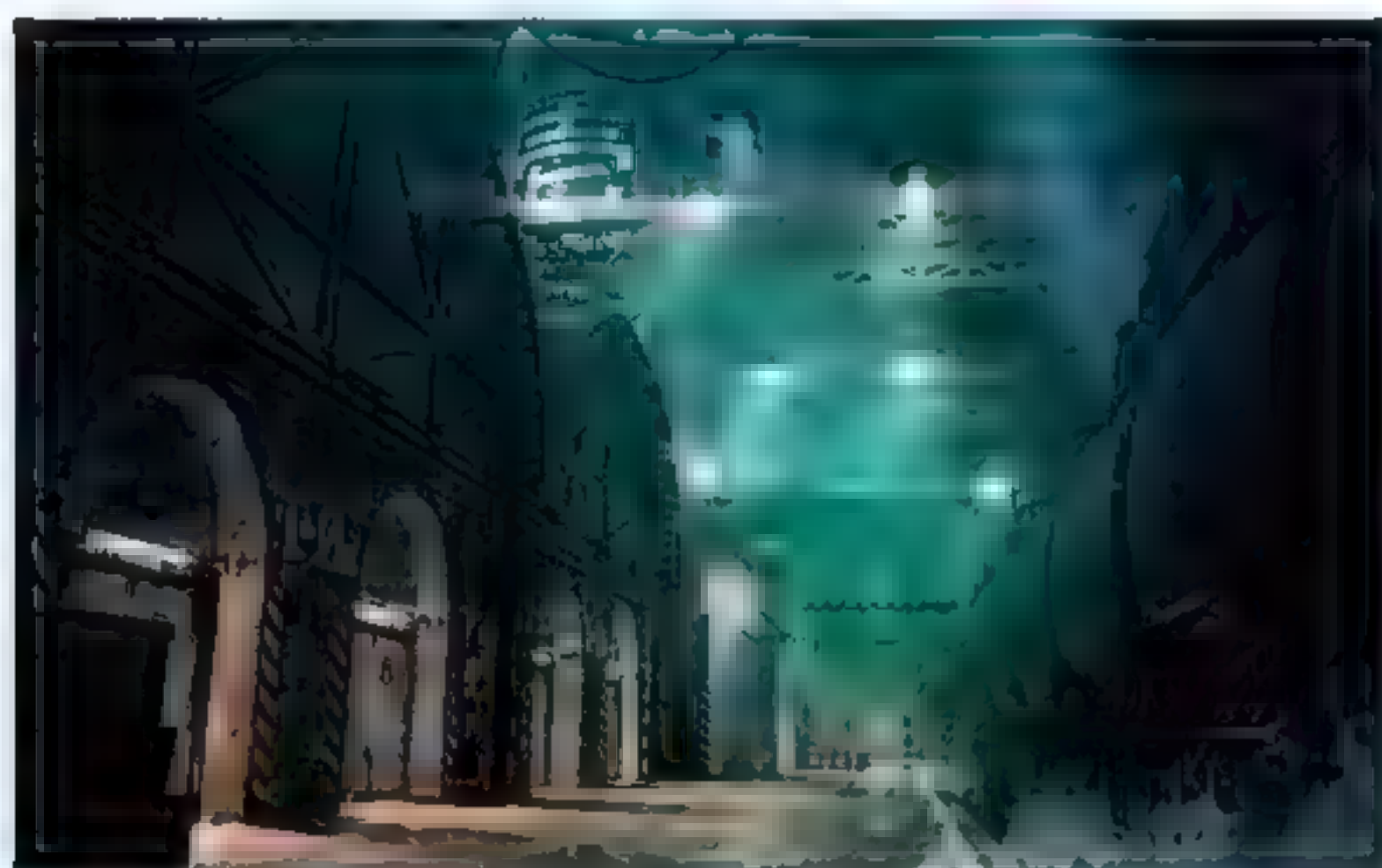


MAKO REACTOR 1

One of the eight mako reactors that ring Midgar's periphery. It stands at the north edge of the city, on the boundary line between Sector 1 and Sector 8. The interior is outfitted with a large number of mechanized security armaments and an extensive anti intruder surveillance system, complete with protective laser fences. The core is located on the eighth sublevel of the reactor, and is selected as the first target in Avalanche's mako reactor bombing campaign.



← The adjacent Mako Reactor 1 station seems to be for the use of people who commute to work at the reactor



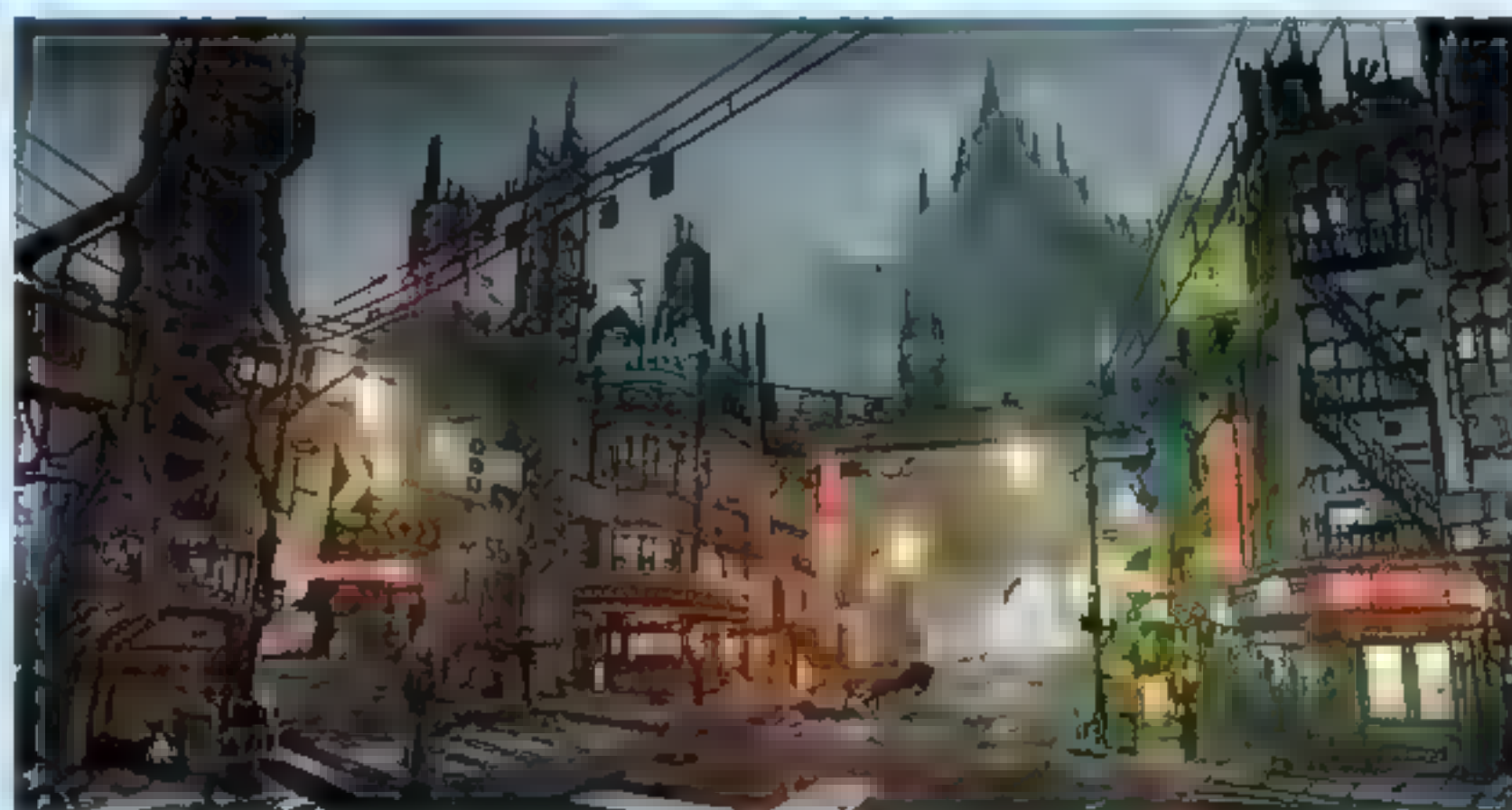
Original Version



↑ The first facility Cloud and Avalanche make their way into. One could say it's the place where Final Fantasy VII begins.

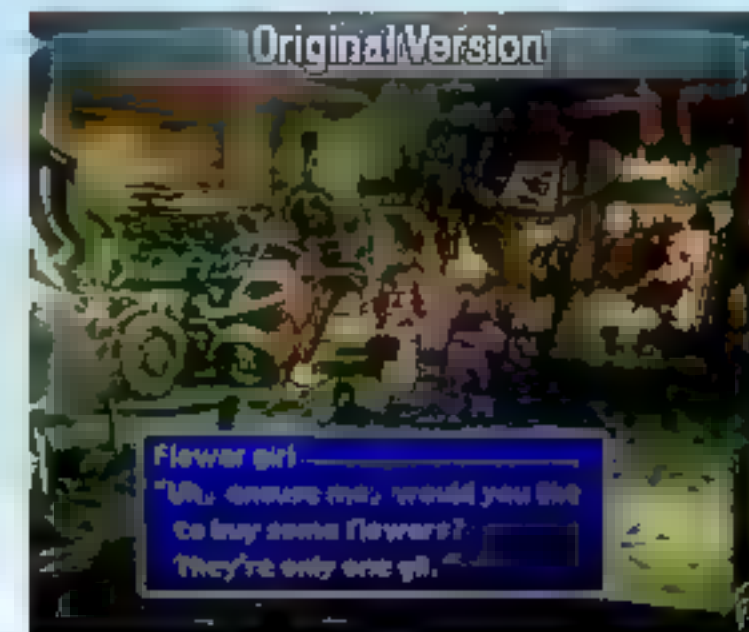
SECTOR 8

A hub of culture normally bustling with people, where beautiful and tidy buildings adorn the streets. It's home to a theater that annually stages the popular musical Loveless, and so beloved is the production that the road in front of the theater has been named Loveless Street. The area is not only brimming with commercial establishments but also features residential areas and a large train station, making it highly convenient for those who live there.



↑ In the fountain plaza at the end of Loveless Street stands a regal gateway with a clock on it

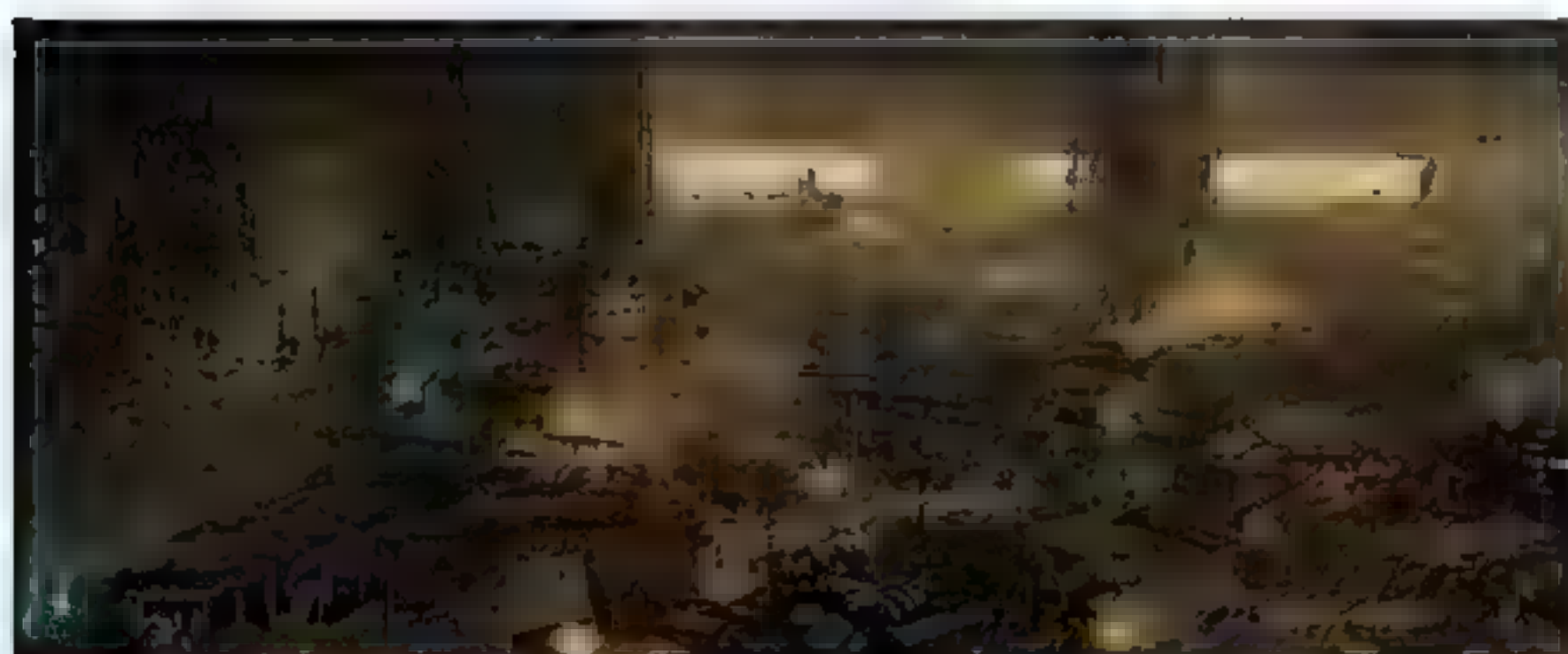
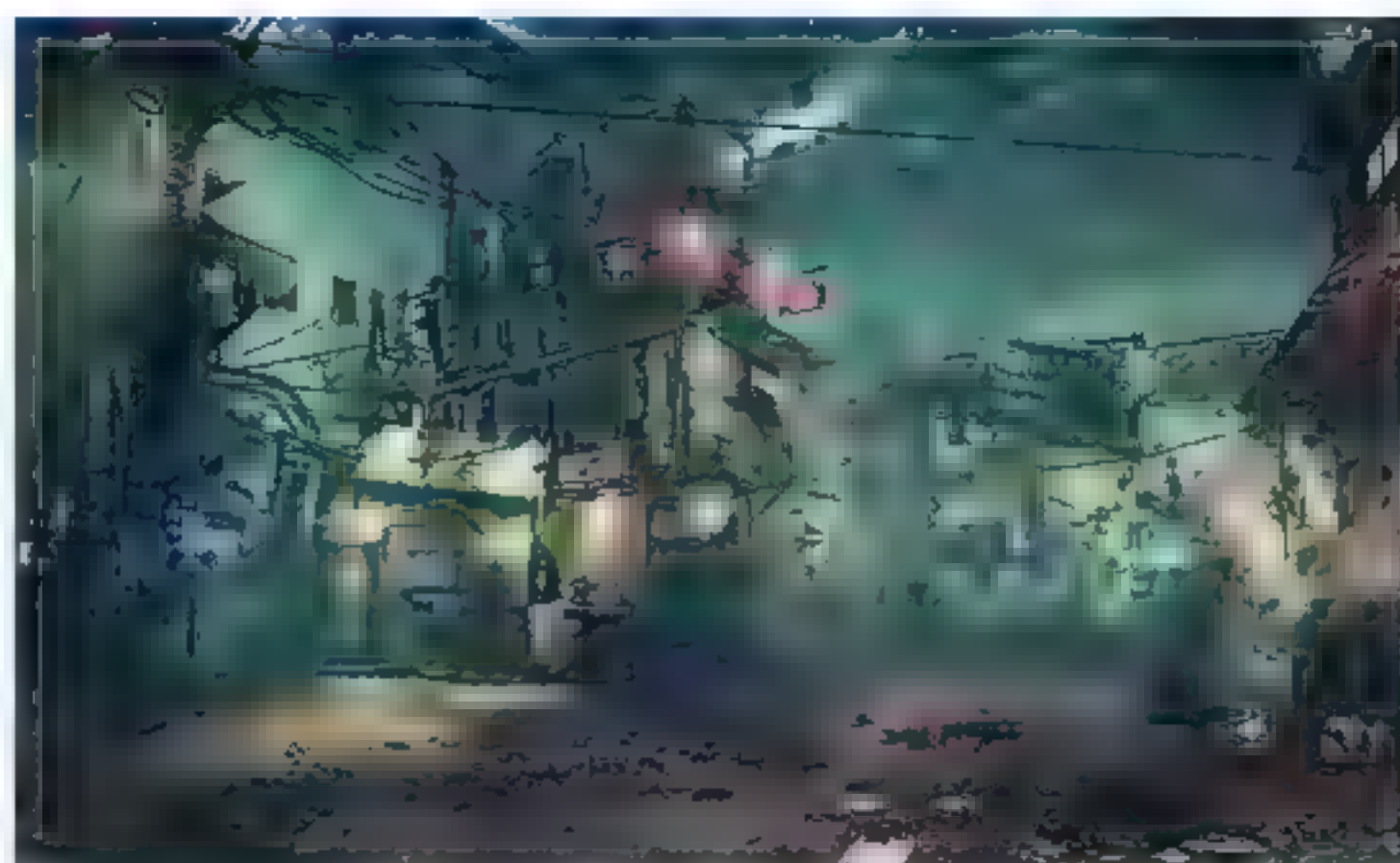
Original Version



↑ The place where Cloud and Aerith first encounter one another. It's a location where their destinies undergo a dramatic shift.

SECTOR 7 SLUMS セブチスラム

A slum quarter that sprawls out beneath the Sector 7 plate. The land has been laid to waste and living conditions are much poorer than in the urban area on top of the plate. In order to protect the slums, volunteers have demonstrated a strong sense of solidarity by banding together in a "neighborhood watch," taking it upon themselves to deal with problems like monster incursions. The neighborhood is brimming with vitality, and establishments where residents can help one another pack the streets. These include a children's center that adjoins a park where kids can play, as well as a Beginner's Hall, where the neighborhood watch helps members of the public learn how to fight.

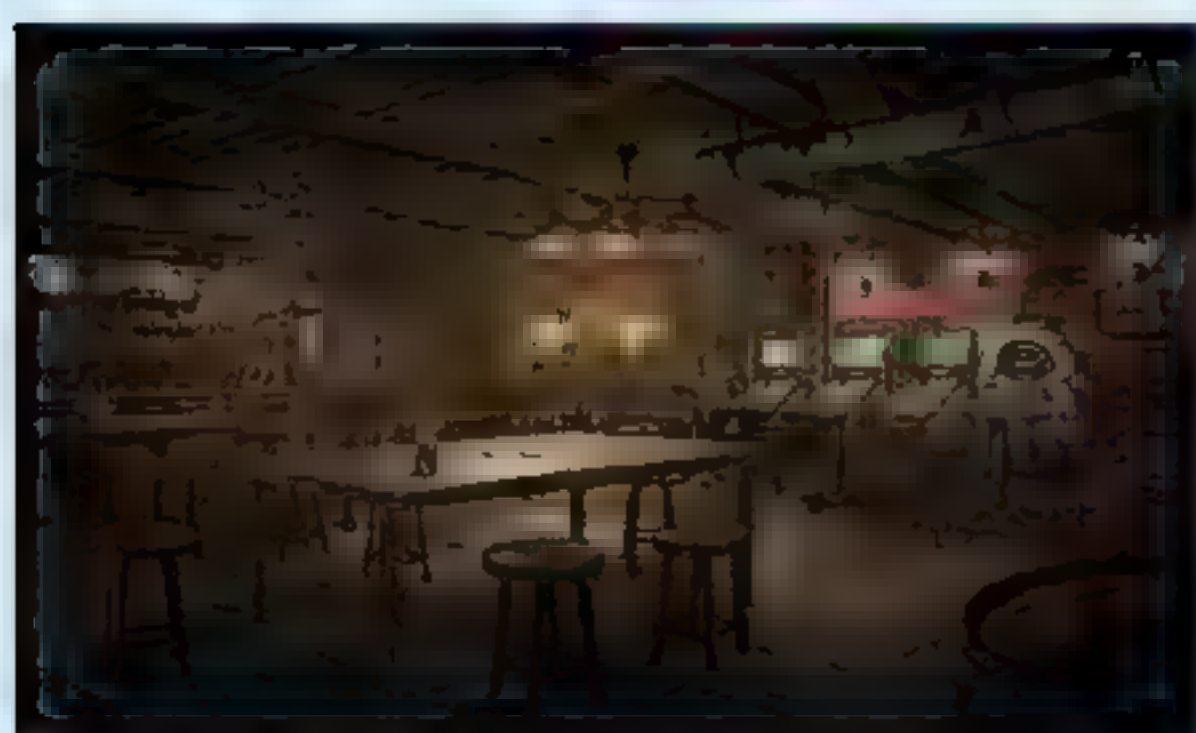


↑ There are many patches where the earth is exposed, and dust often hangs in the air. The residential areas, composed of rows of barracks-like dwellings, are rather dim, receiving only the barest amount of lamplight necessary.

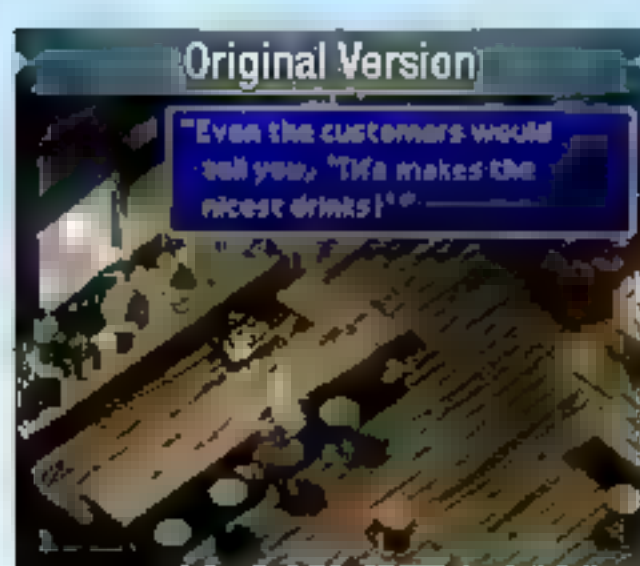
→ Various buildings are lined up in a slapdash fashion. In addition to Johnny, the neighborhood is host to numerous other eccentric characters (see p. 37).



Seventh Heaven

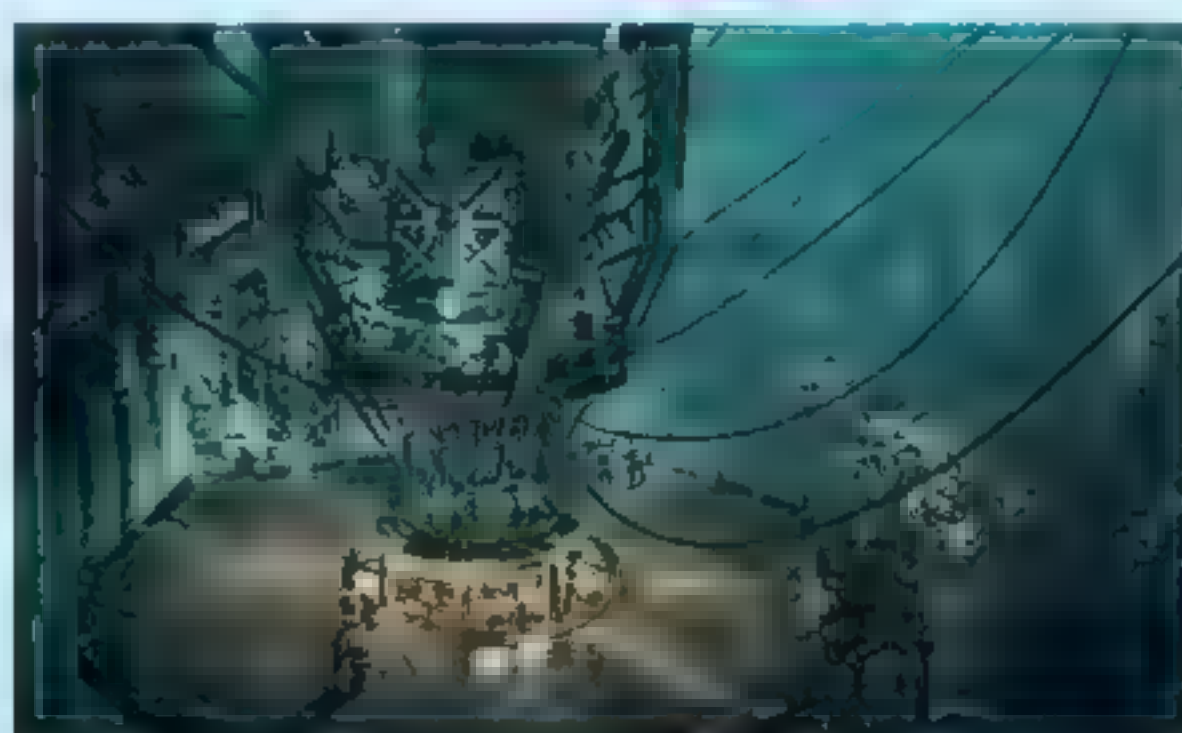


A tavern where Tifa tends bar. The food and cocktails she provides are well regarded, and the bar has quite a few regular customers, making it a nice place to rest and unwind. It also doubles as a hideout for the anti-Shinra group Avalanche, whose members hold strategy meetings in a basement reached by a hidden elevator.



← Constructed primarily of wood, the bar gives off a rustic feel. Examining the pinball machine allows you to pass down to the basement, where Cloud joins in on the strategy meeting.

Sector 7 Support Pillar



A massive pillar that rises roughly from the center of the Sector 7 slums to support the Sector 7 plate above. A 15-story mechanical tower is attached to it for maintenance and inspection purposes. The control panel on the top level of this tower can be used to activate the plate separation system.



← In the Sector 7 slums, you can find a resident admiring the mechanical tower and join him in gazing up at it from below.

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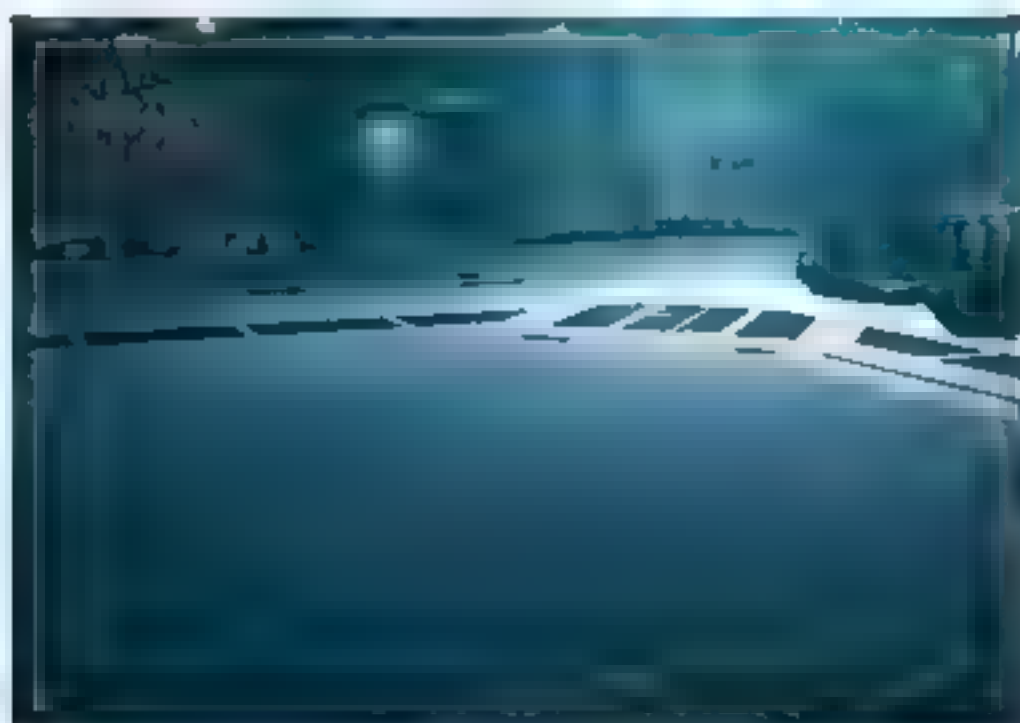
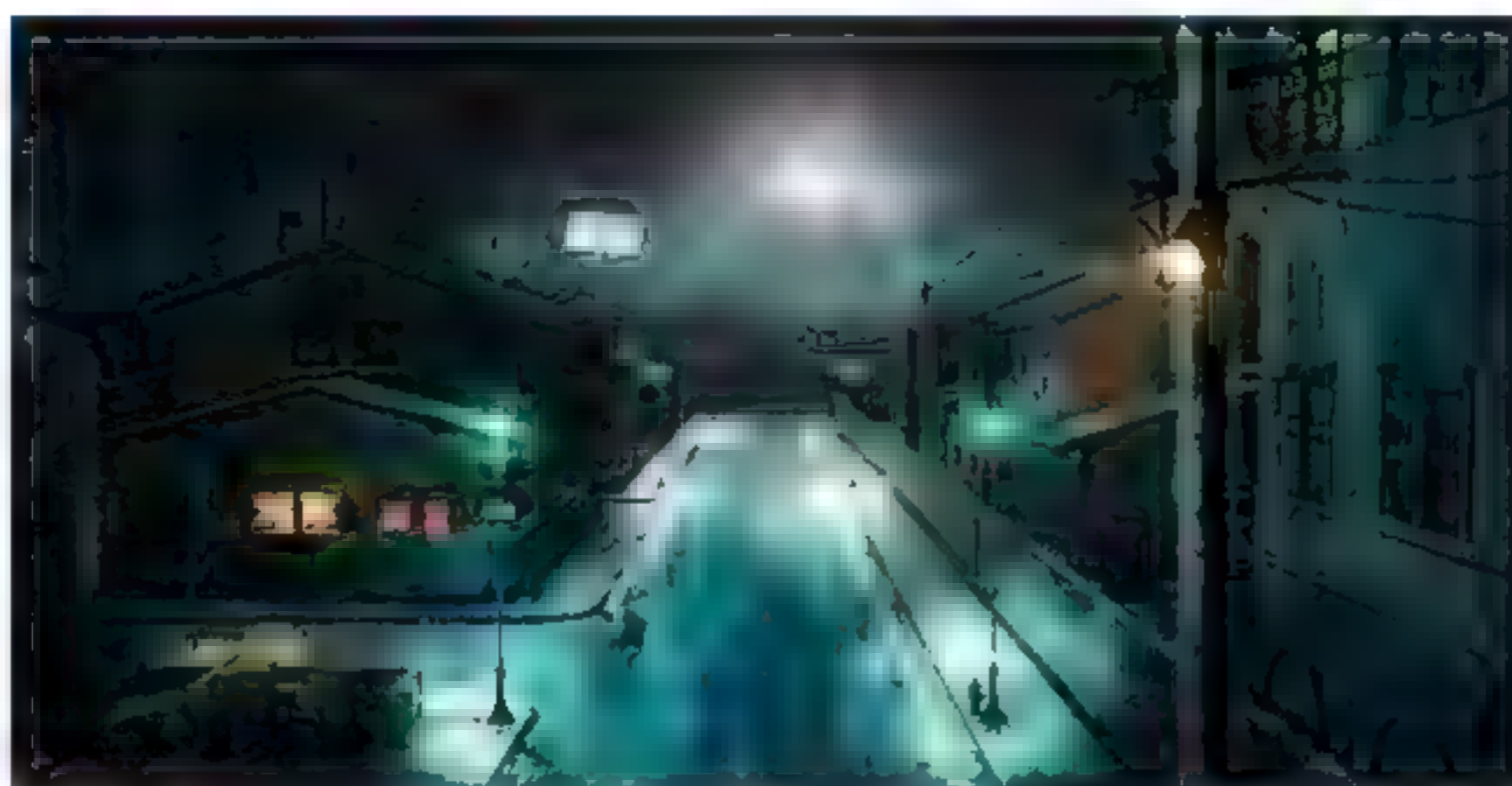
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SECTOR 7

An urban district developed on top of the Sector 7 plate. It contains Shinra's employee housing area, where large, single-family residences stand in rows. There's also a Shinra logistics warehouse where supplies like weapons, ammunition, and mako reactor maintenance equipment is stored. Security measures have been taken to check any transport vehicles entering or leaving the facility.



◀ Being a Shinra service center, the Sector 7-6 Annex contains an open lot for trucks transporting cargo to enter and exit.



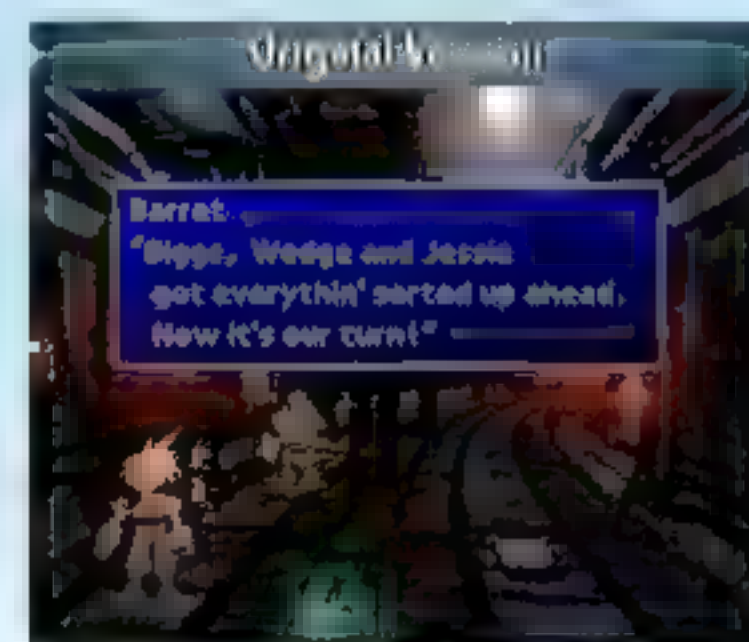
↑ Jessie was born and raised in the Sector 7 urban area. It's also close to where her father worked as a maintenance supervisor for the mako reactor.

CORKSCREW TUNNEL

A tunnel that runs in a spiral around the circumference of the main pillar in Midgar's center. It serves to connect the urban areas atop the plate to the slum districts on the ground below. ID scan checkpoints have been established at key positions along the interior of the tunnel. When suspicious persons are detected, security drones and soldiers are dispatched to swiftly apprehend the targets. There are several sections joined by connecting passageways, and the upbound and downbound lines are separated by a median bearing traffic lights.



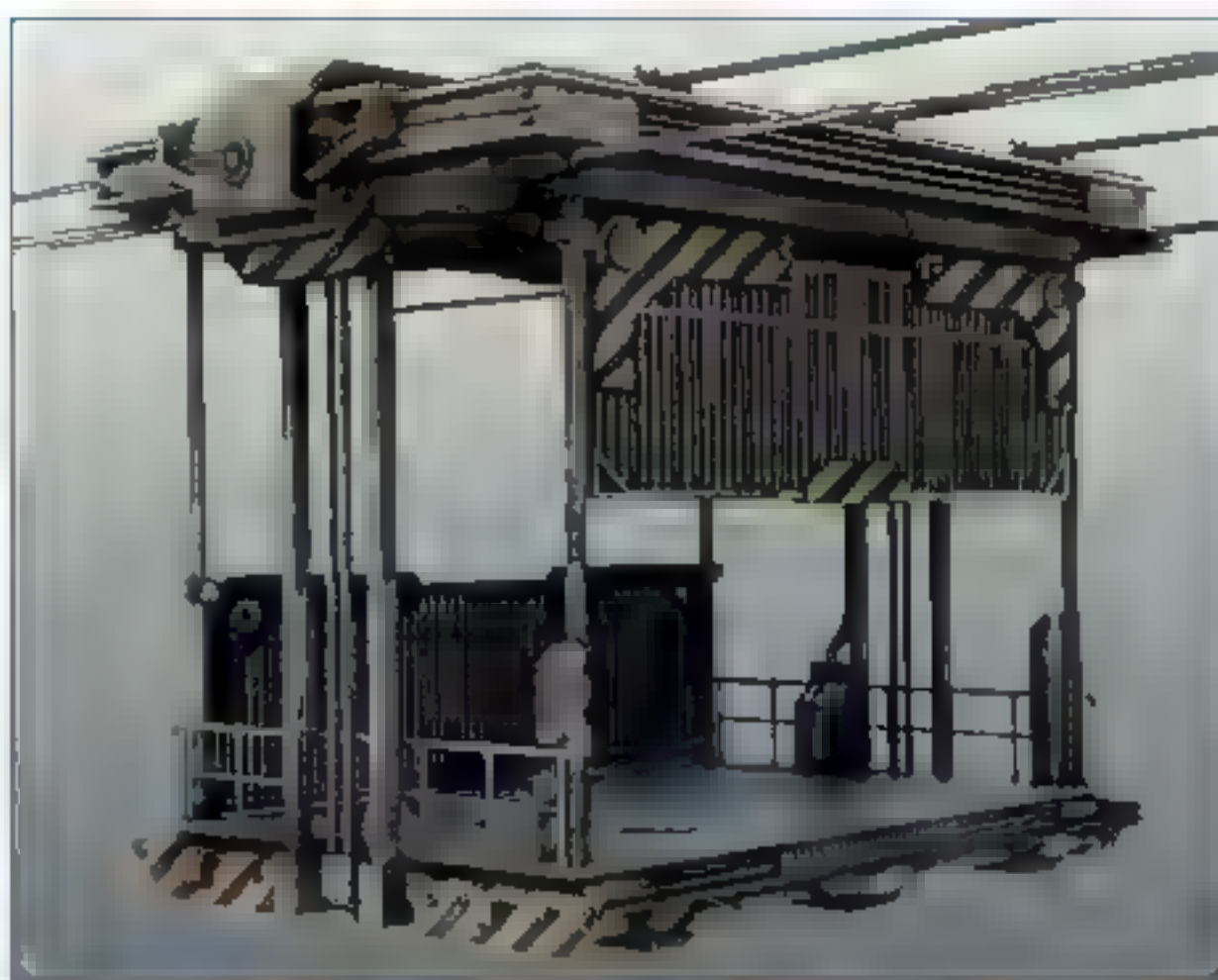
◀ It features peculiar tracks with no elevation difference between the rails and the roadbed. They're designed to accommodate train cars as well as dispatched mobile units.



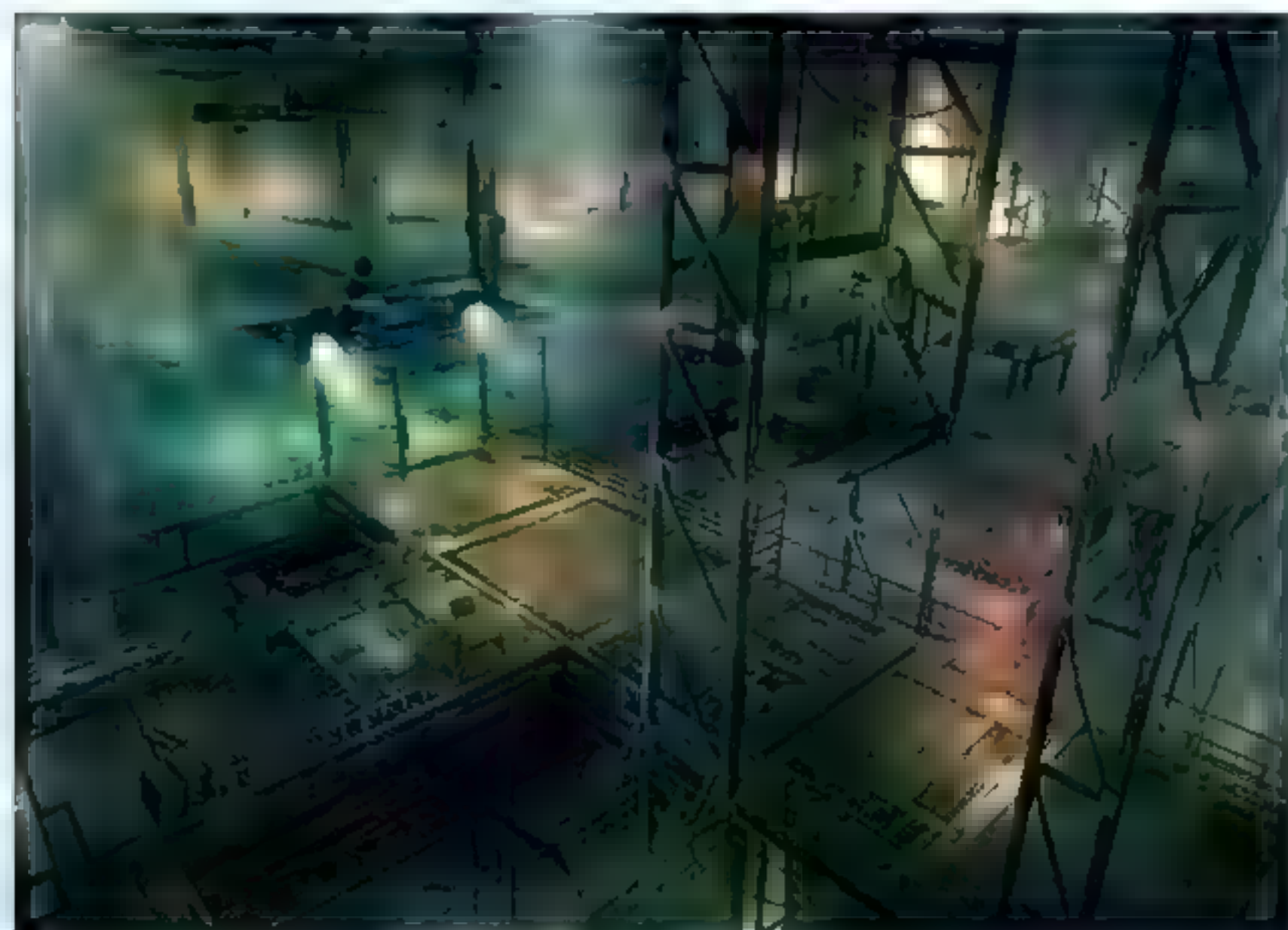
↑ A tunnel with unchanging scenery that seems to stretch on endlessly. Cloud and the others crawl down a side duct and head for the Sector 4 plate.

SECTOR 4 UNDERPLATE

An interior portion of the plate located directly above the Sector 4 slums. Giant lights called "slum suns" illuminate the ground below, and ventilation fans for air circulation have been installed with their machinery laid bare. The pathways that span the area are recycled from work scaffolding used during construction of the plate, and because they haven't been inspected in such a long time, there are many collapsed portions and areas where equipment has broken down. It also appears that things like mobile walkways and security armaments have become disengaged due to a lack of power.



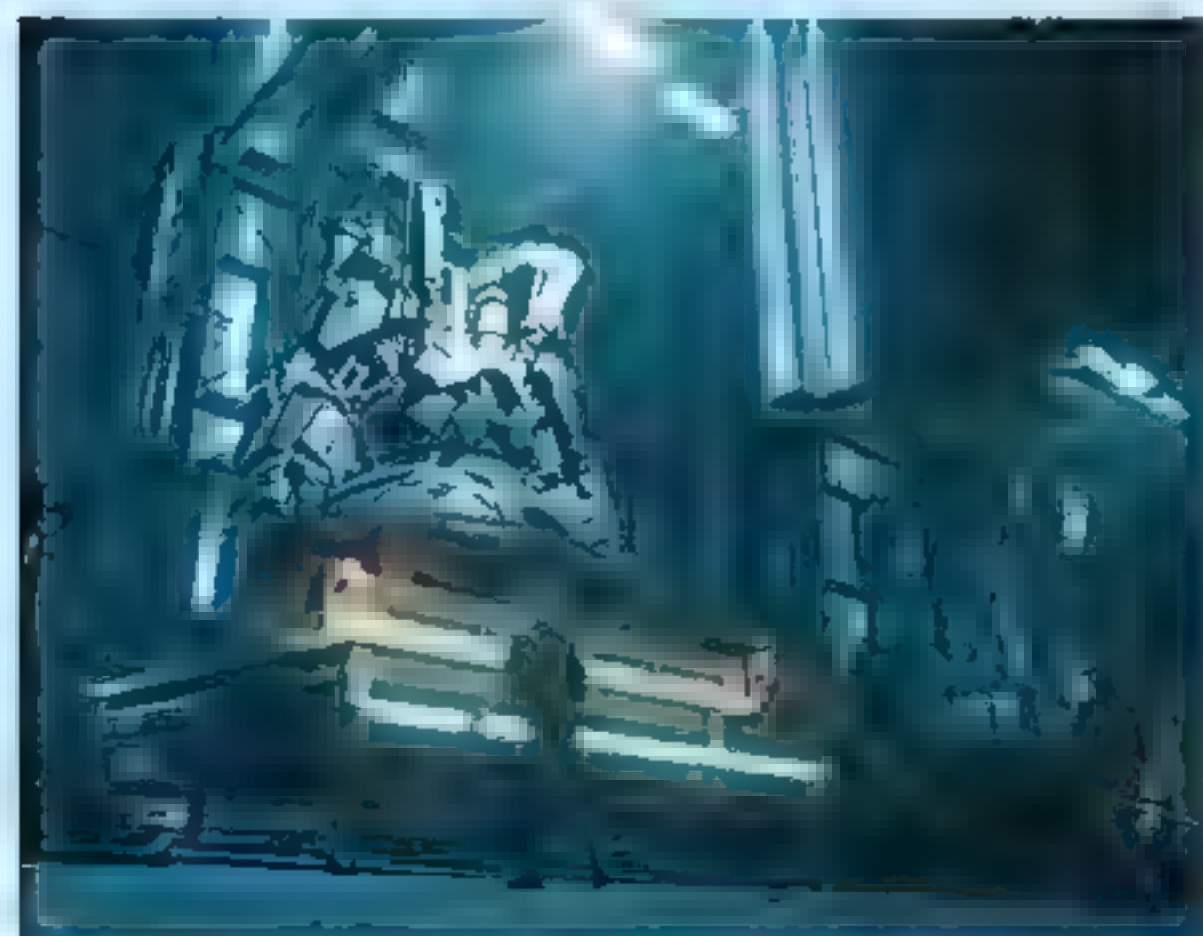
← The lifts connecting the pathways require electricity to operate. The main lift in particular consumes a vast amount of power.



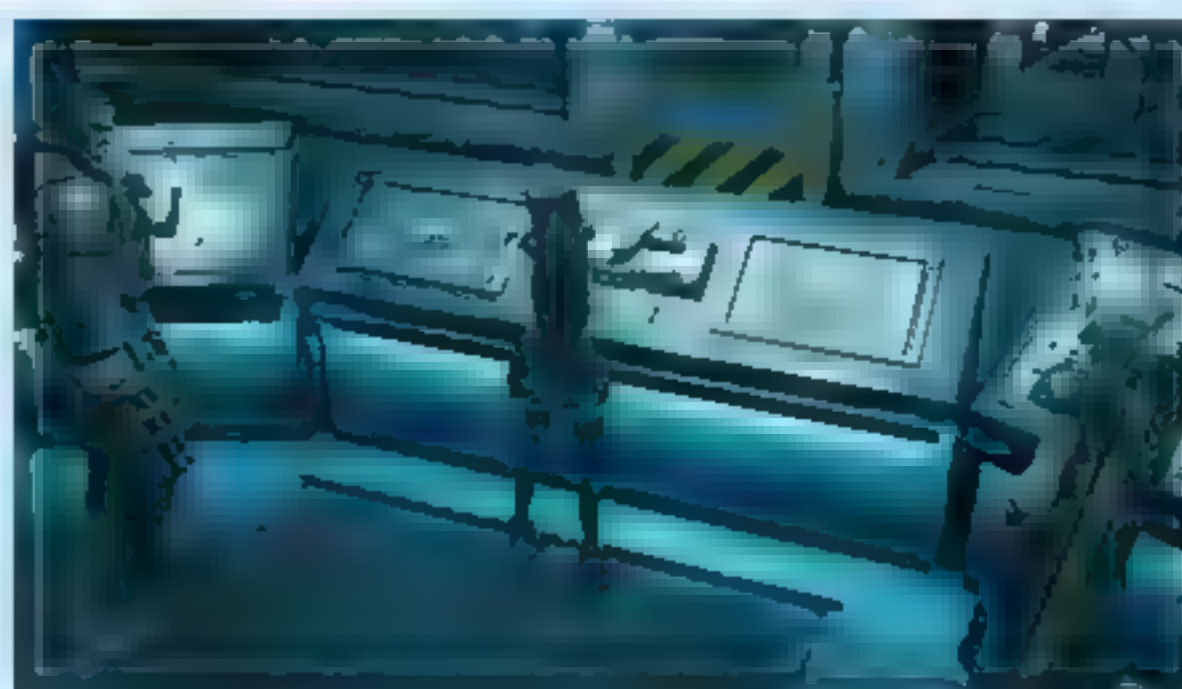
↑ There are many ladders, and the terrain is made up of what indeed appears to be work scaffolding. The Avalanche members go ahead and guide the way.

MAKO REACTOR 5 第五魔晄炉

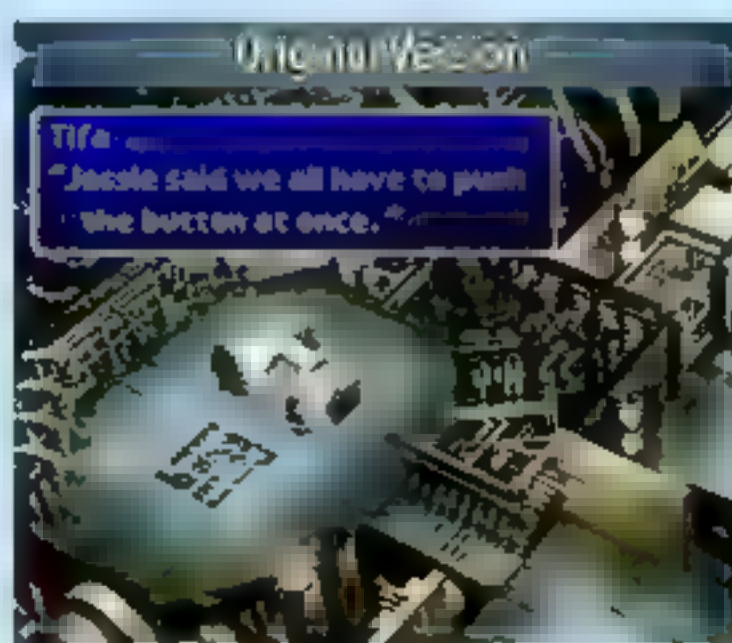
A mako reactor situated on the border between Sector 4 and Sector 5. The layout of the mako reactor itself doesn't differ much from that of Mako Reactor 1, but it houses a factory belonging to the Advanced Weaponry Division. Each of the factory's service floors are connected by a transport system that enables material to be delivered automatically to other floors or to a waste disposal dump.



↑ Inside the weapons factory, preparations for the cutting-edge "airbuster," a giant mobile mecha, are proceeding at a rapid pace.



↑ Several levers must be operated simultaneously in order to disengage the lockdown on the front gate.



← The security system preventing Cloud's party from escaping can be disengaged by having three people press buttons simultaneously.

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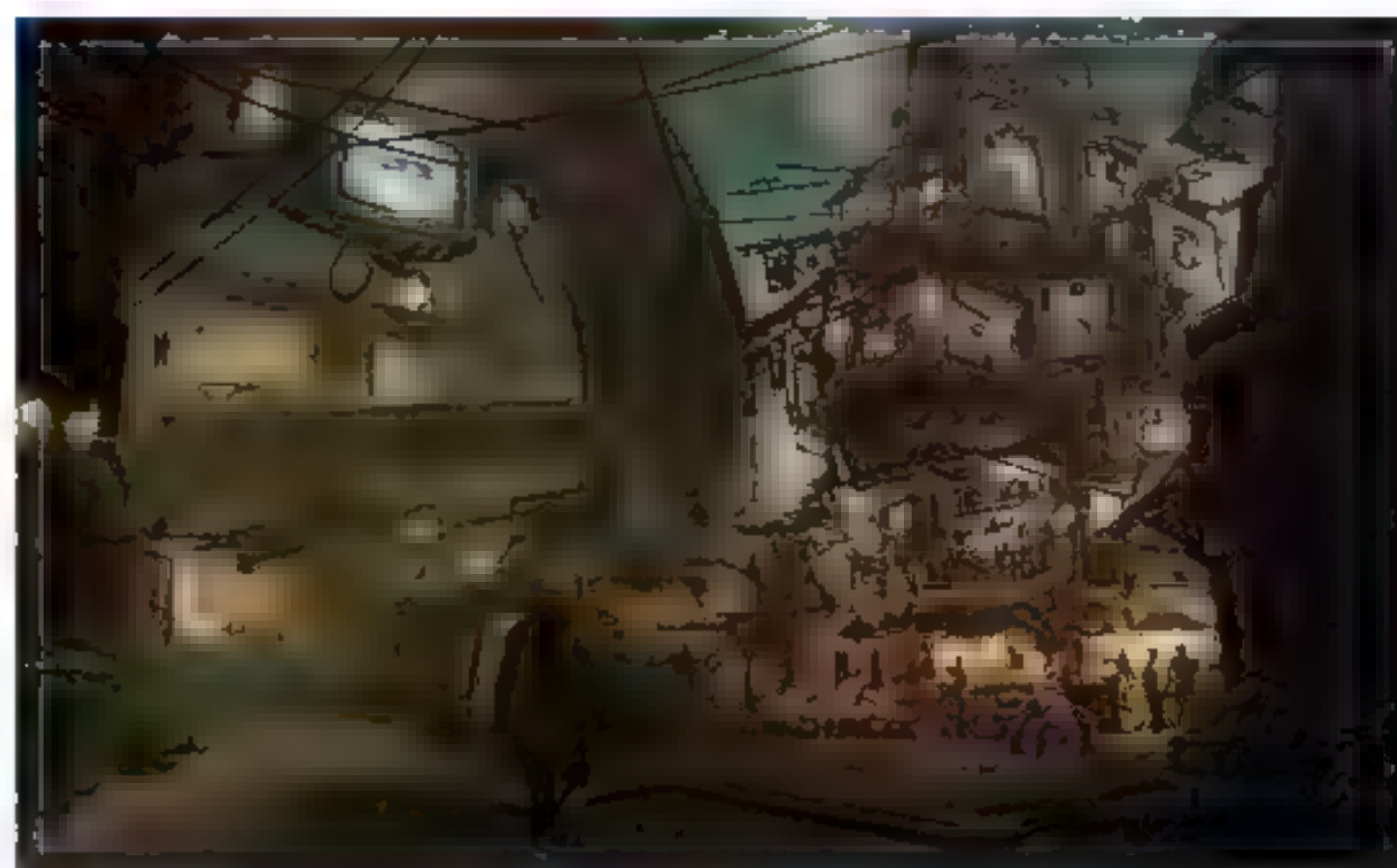
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SECTOR 5 SLUMS

A slum quarter that sprawls out beneath the Sector 5 plate, built with recycled remnants from Midgar's construction. It's been around longer than the Sector 7 slums, and houses cobbled together from scrap line the neighborhood in an untidy sprawl. The backway leading from the train station to the central slums has become a dumping grounds for trash and a hazardous area where monsters prowl in plenty. The Sector 5 slums station is an old structure established during Midgar's construction to transport laborers. Nowadays, it's used by slum residents to commute to work at Shinra facilities and in the urban areas topside



Church



An old church that stands near the outer edge of the Sector 5 slums. The building has fallen into exceptional decay, and a Shinra rocket that once failed to launch is still stuck inside of it. It's one of the few places where flowers still natively grow.



← Two children tend to the church's flower bed in Aerith's absence

Leat House

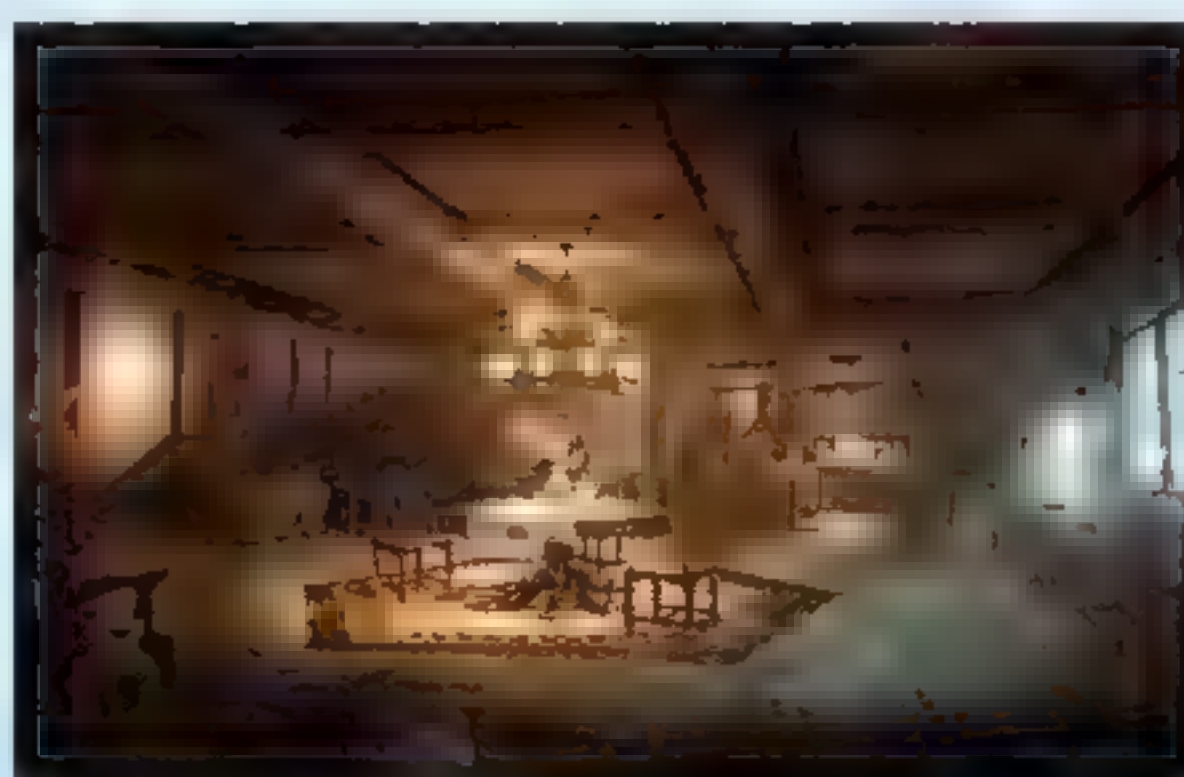


An orphanage located in the Sector 5 slums. It used to be called the Sector 5 Underside Home for the Vulnerable, and served as a facility where Shinra secured expendable talent; but it was liberated thanks to the efforts of Biggs and other graduates, after which it became an independently operated institution.

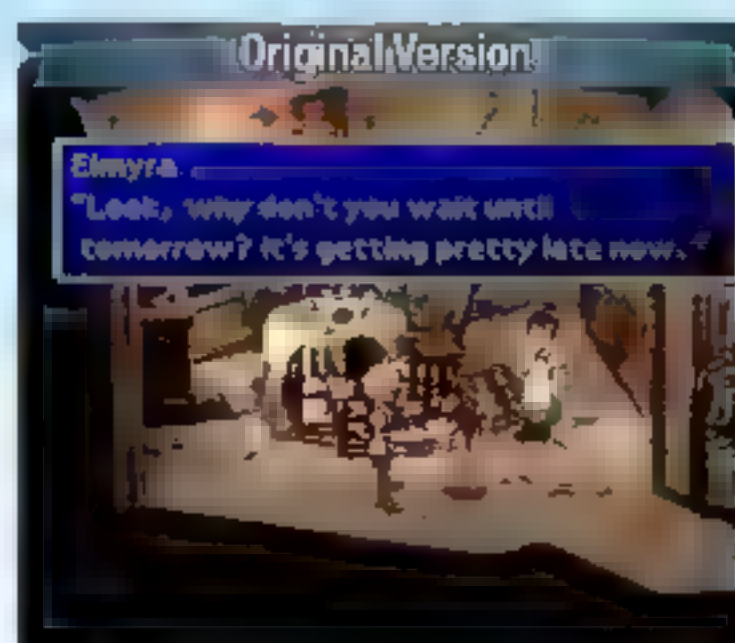
Aerith's House



A stand-alone house where Aerith and Elmyra live together. It's an oasis of beauty in the wasteland of the slums—a curious place where nature still thrives, and where Aerith's lovingly raised flowers bloom in abundance among the garden's flower beds. The house's second floor consists of Aerith's room and a guest room, while the rooftop veranda is lined with potted plants.



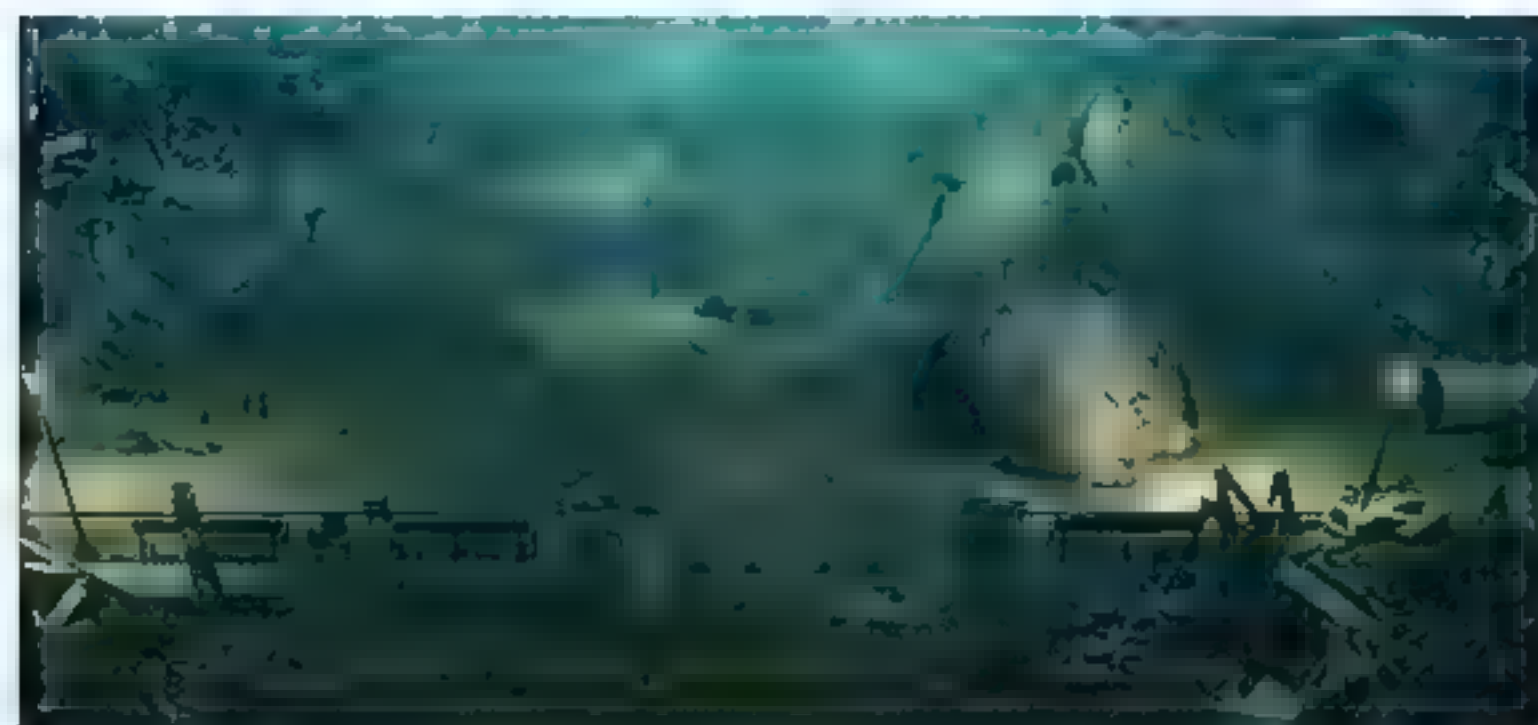
↑ The kitchen gives way to a living room with an eye-catching hexagonal rug.



← A house with warm decor where Aerith and Elmyra have been living for many years. The interior is also decorated with a variety of flowers

SECTOR 6 SLUMS

An area located between the Sector 5 slums and Sector 6 slums. The Sector 6 plate caved in during Midgar's construction and has been left as is ever since. A caved-in road, which appears to be the remains of an expressway, has broken apart in places, and ladders are required to traverse it. There are also many monsters and thieves who make their home in the unremoved rubble. Perhaps because of the dangers passage entails, Evergreen Park, located on the border of Sector 7, also has a lonely and deserted atmosphere.



← Evergreen Park is a simple but well-appointed playground. Aerith used to sell flowers here in the past using her flower-vending wagon



← A road where a robotic arm and crane have been haphazardly abandoned. You have to cross a steel beam to ascend to the higher level

Wall Market



Midgar's premier red-light district, where Don Corneo wields total control. Despite being a dangerous place with widespread crime and poor public order, swarms of people visit every night in search of goods and experiences they can't find elsewhere.



↑ An underground colosseum operated by Corneo plays host to the Corneo Cup, a mixed-combat tournament with no rules but lots of money changing hands.

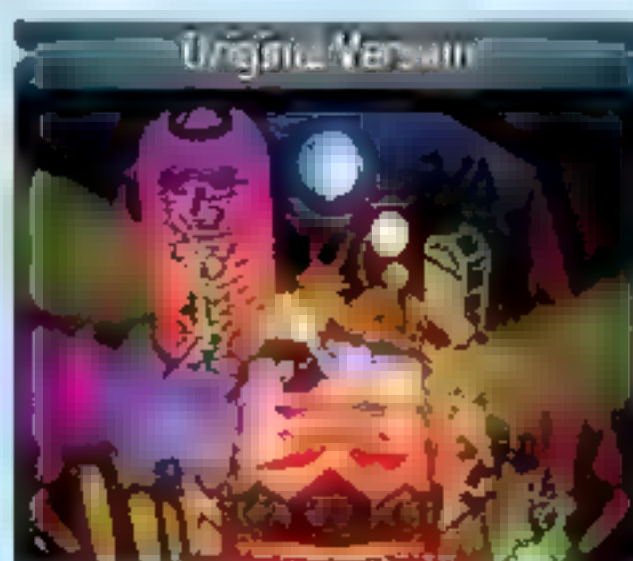
→ The market stretches out lengthwise and is lined with a hodgepodge of miscellaneous shops. Each store bears its own unique signage



Corneo's Mansion

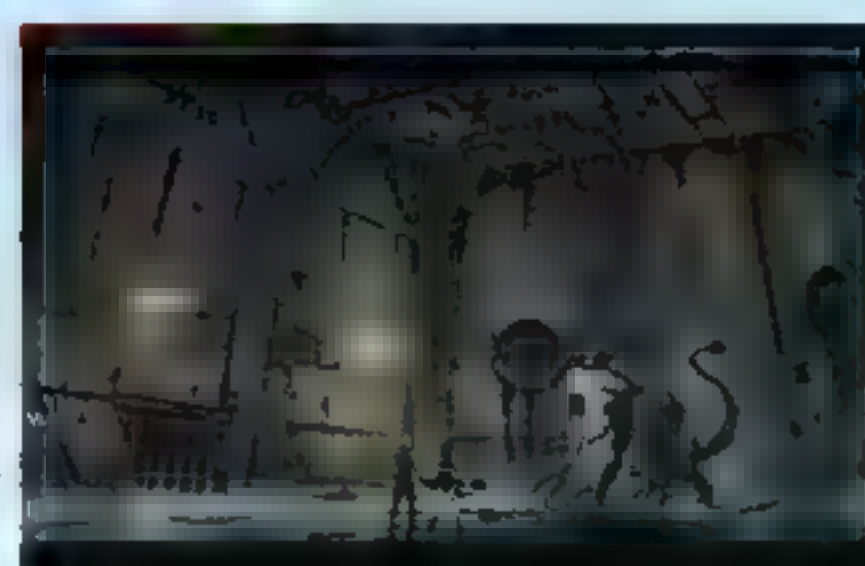


The palatial residence of Don Corneo, the man who calls the shots in Wall Market. Curios collected from all over the world and garish, flashy ornaments draw the eye. A mechanized pitfall in the bedchamber leads down to an underground waterway.



← The decor is all quite bizarre. There's a futon with ten [the character for "heaven" and first half of "tendon," a rice bowl topped with fried fish] written large upon it, as well as a giant paper lantern printed with "Old Fastened Root End" [a play on Corneo].

→ At the bottom of the pit awaits Corneo's monstrous pet Abzu, ready to get rid of any who fall in.



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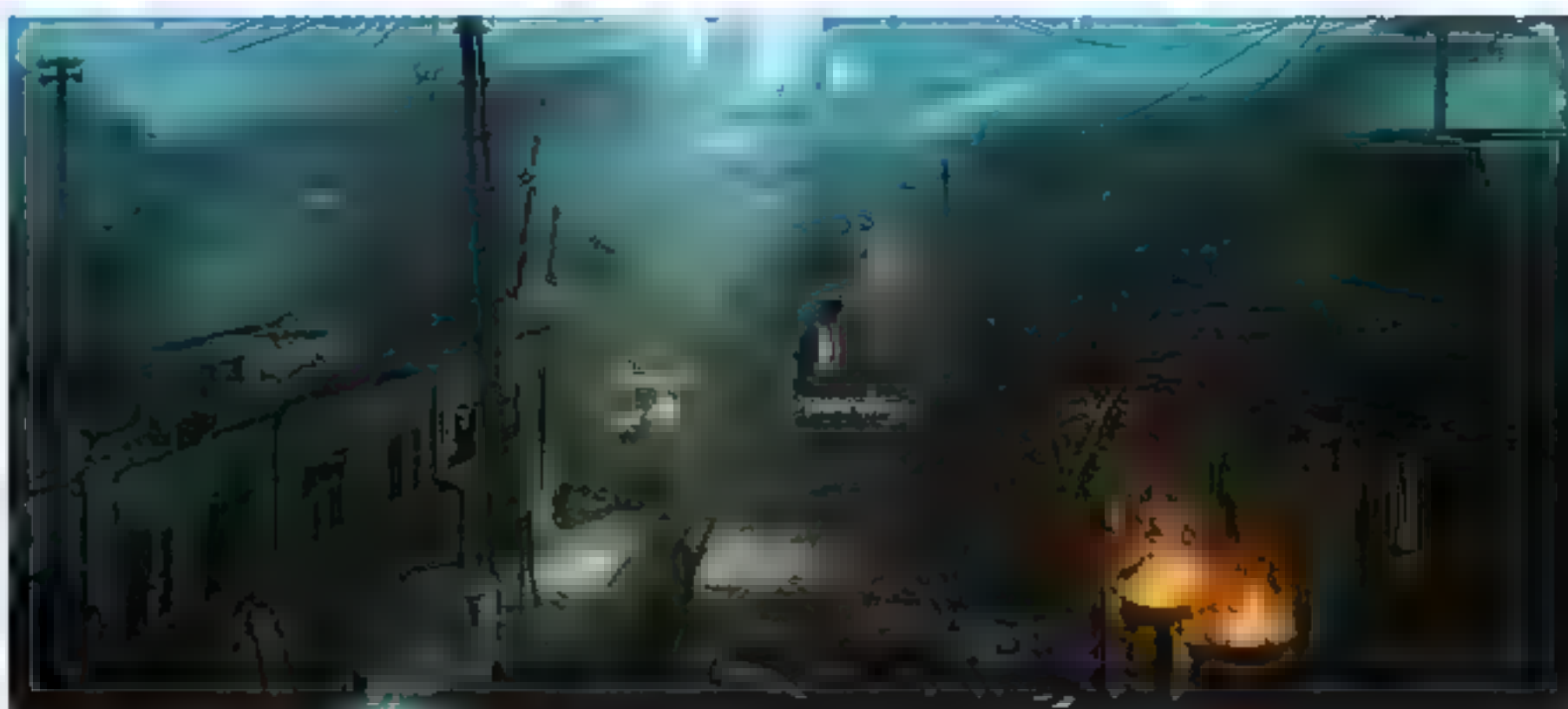
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Keyword Commentary

TRAIN GRAVEYARD

A disposal site for trains at the edge of the Sector 7 slums. It used to serve as a warehouse for train cars back during Midgar's construction, and many people come to visit in search of spare parts and scrap. It's since become a den of devilish monsters, and superstitious rumors hold that it's haunted by wraiths and ghosts.



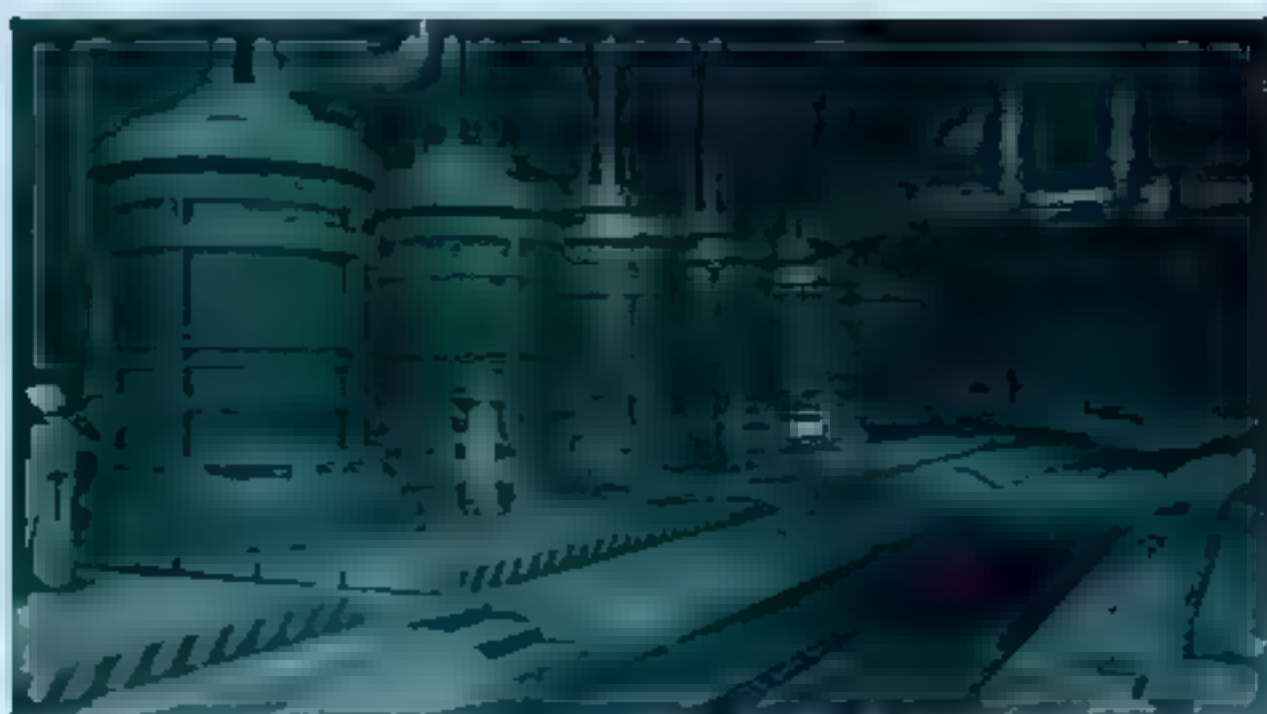
↑ A chaotic jumble of numerous rail cars and building supplies. The former train warehouse at the center is severely dilapidated inside.



← As in the remake, you need some ingenuity in order to proceed, moving trains so they bump into other rail cars.

SHINRA UNDERGROUND TEST SITE

Part of a Shinra research complex hidden underground below Midgar. Rumor has it a number of similar facilities are in operation here and there throughout the city, and some claim the roars of ferocious monsters can occasionally be heard rising from beneath the slums. Incidentally, information regarding Shinra's underground testing facility, commonly referred to as Deepground, is handled with the utmost discretion, and even at Shinra, only a very select few know of its existence.



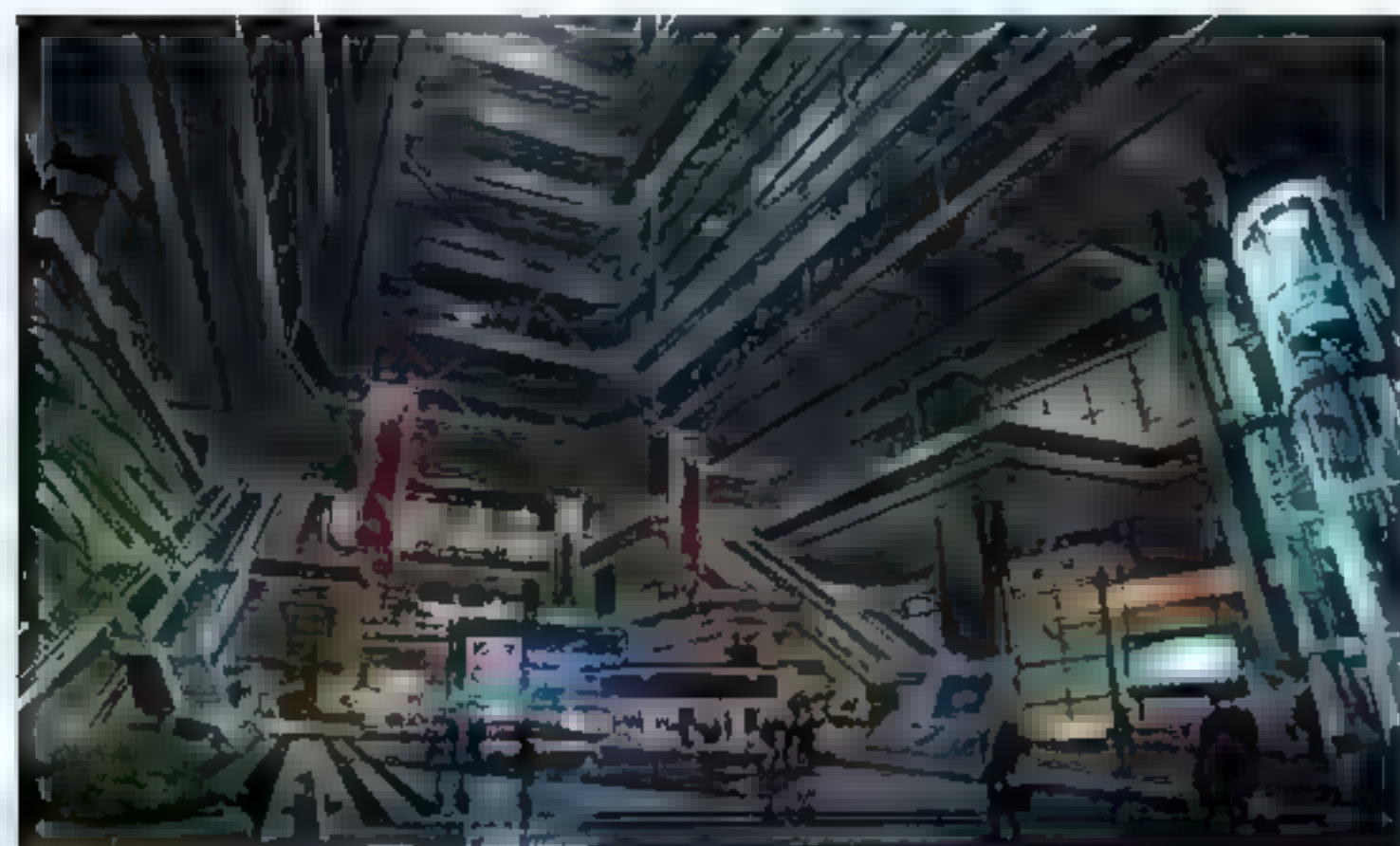
↑ Countless culture tanks can be seen lined up in a corner of the underground test site. This strange spectacle affords us a glimpse at the shady side of Shinra, a company with no regard for ethics whatsoever.

↓ The facility continues deep underground, and cage-like contraptions for holding creatures of some kind or another can be found at various points.



SHINRA BUILDING 神羅カンパニー本社ビル

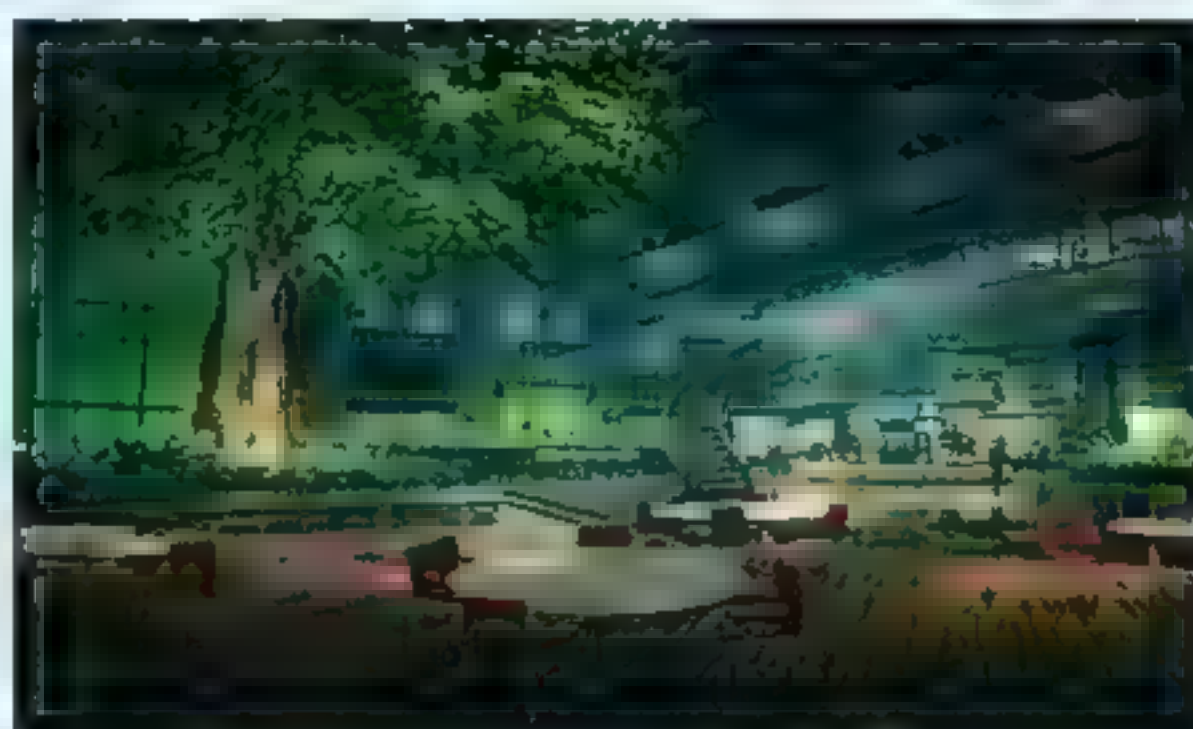
A 70-storey skyscraper that towers over Sector 0 in the middle of Midgar. Certain floors have been opened to the public for educational tours where visitors can learn about Shinra's history and latest technology. The upper floors serve as a hub for Shinra's core operations, with a boardroom for executives and offices for the directors of each division.



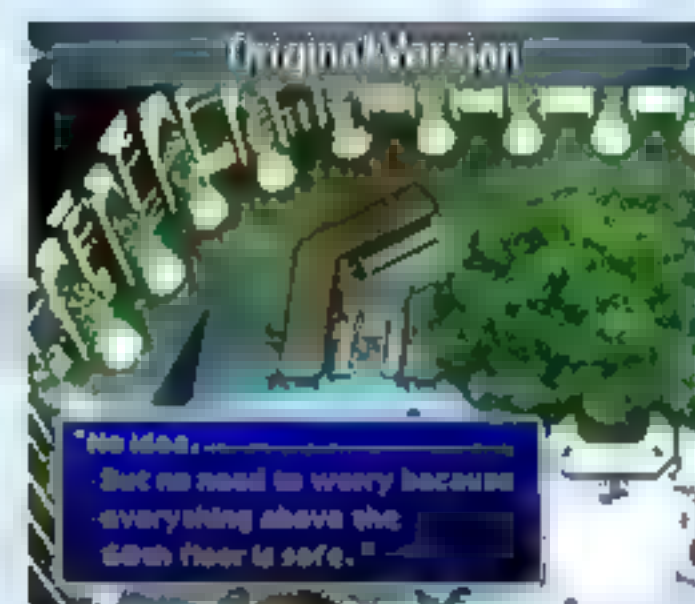
← The entrance hall serves as an atrium that leads to the upper levels. Near the reception desk is a huge screen playing a video with information about the company.



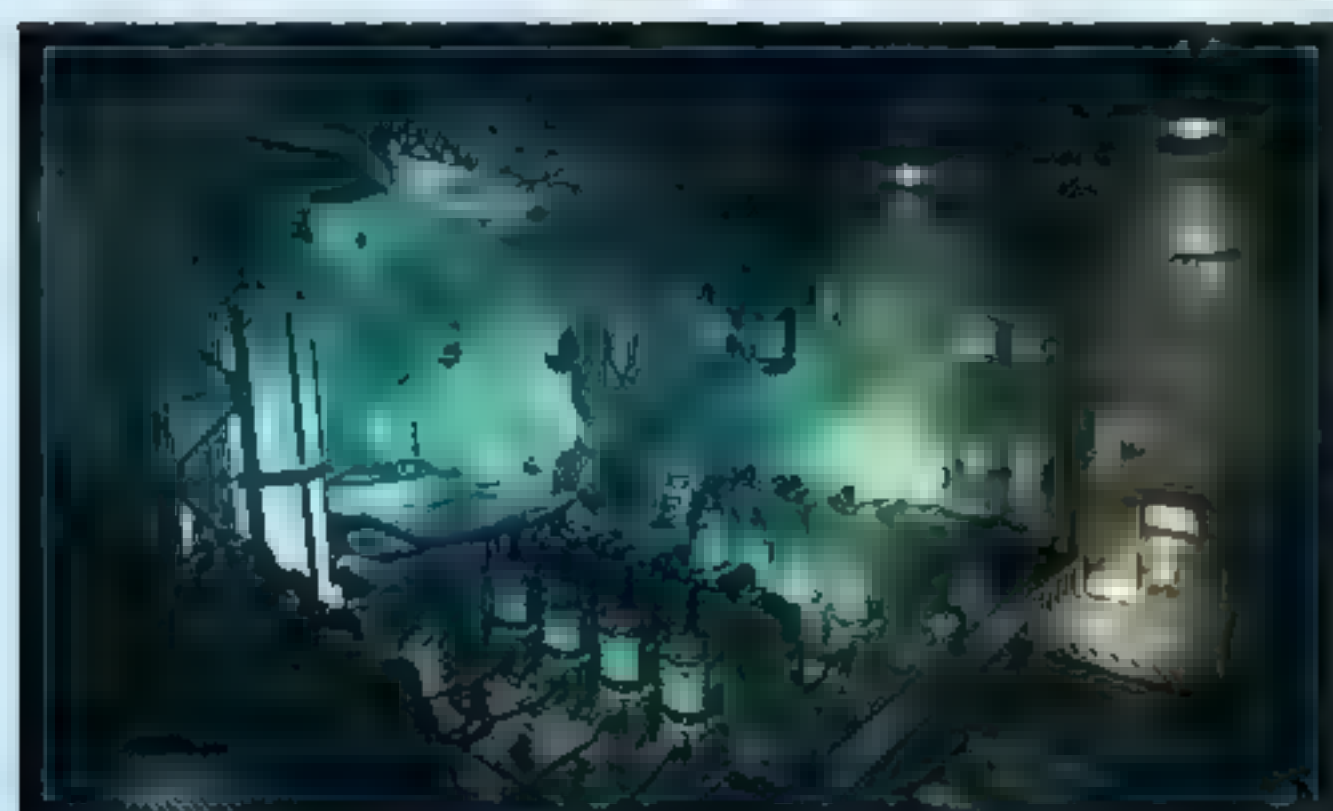
← The back part of the first level serves as a display floor for automobiles, and also contains elevators.



→ The Recreational Facility on the 63rd floor is divided into a lower and an upper level. The upper level houses the combat simulator, which soldiers sometimes visit for training.



↑ A floor with a giant tree planted in the center. Because of the tight security on the floors below, the employees here have little sense of caution.

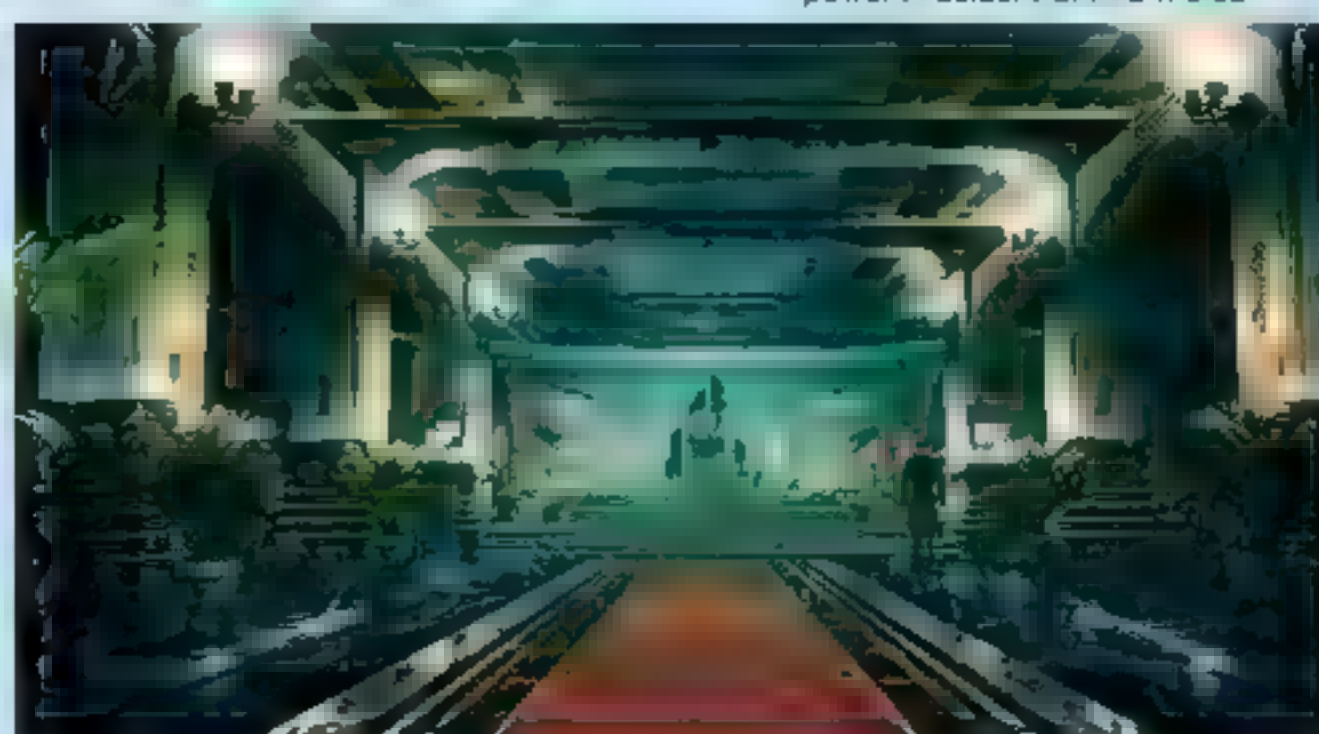


← Hojo's laboratory is located on the higher floors. It contains various tanks for experimental subjects, lending the place an eerie atmosphere.

↓ The president's office, located on the 70th floor at the top of the building, is an elegant and commodious room that leaves no doubt about the power President Shinra wields.



↑ A rooftop heliport is located outside and adjacent to the president's office.



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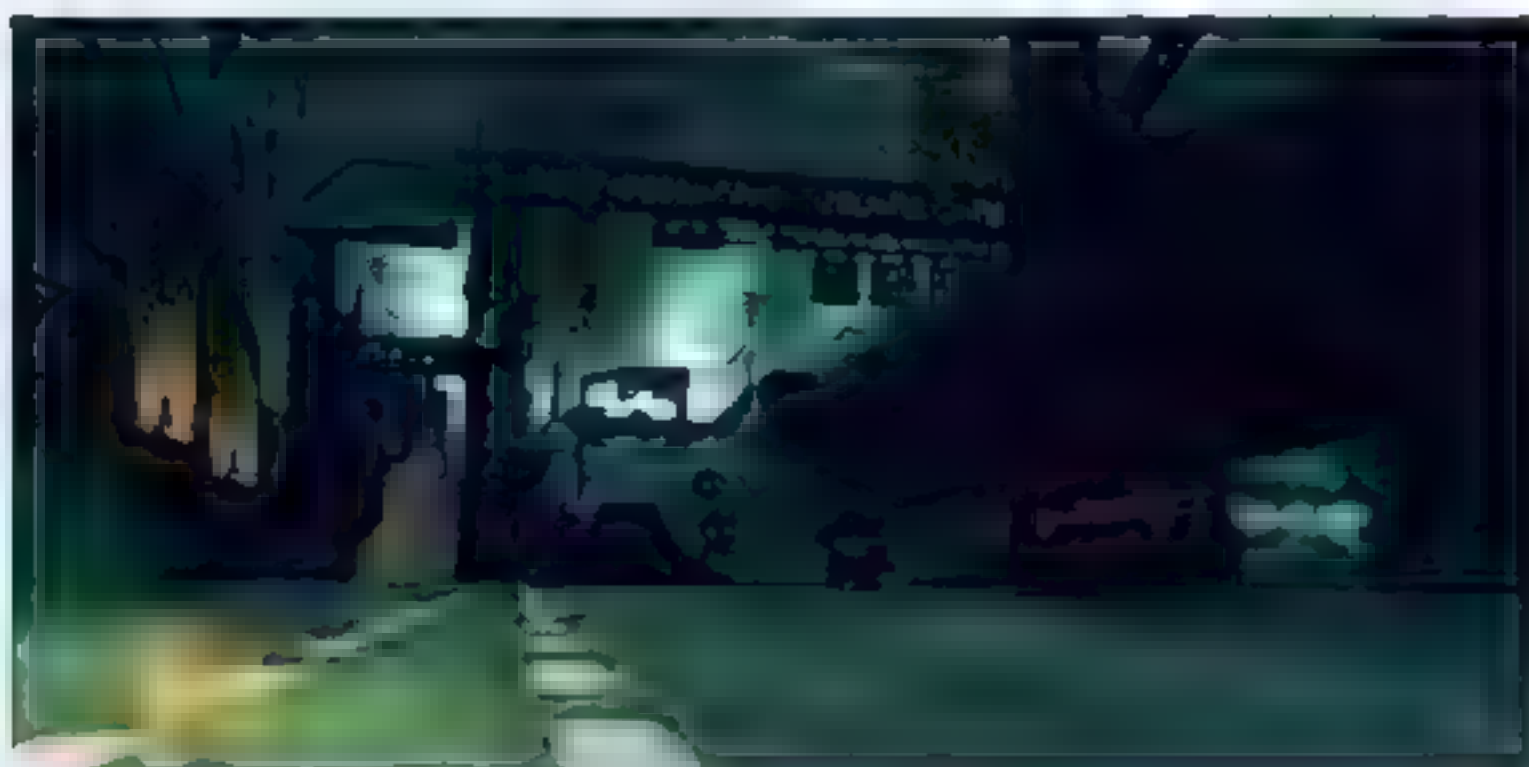
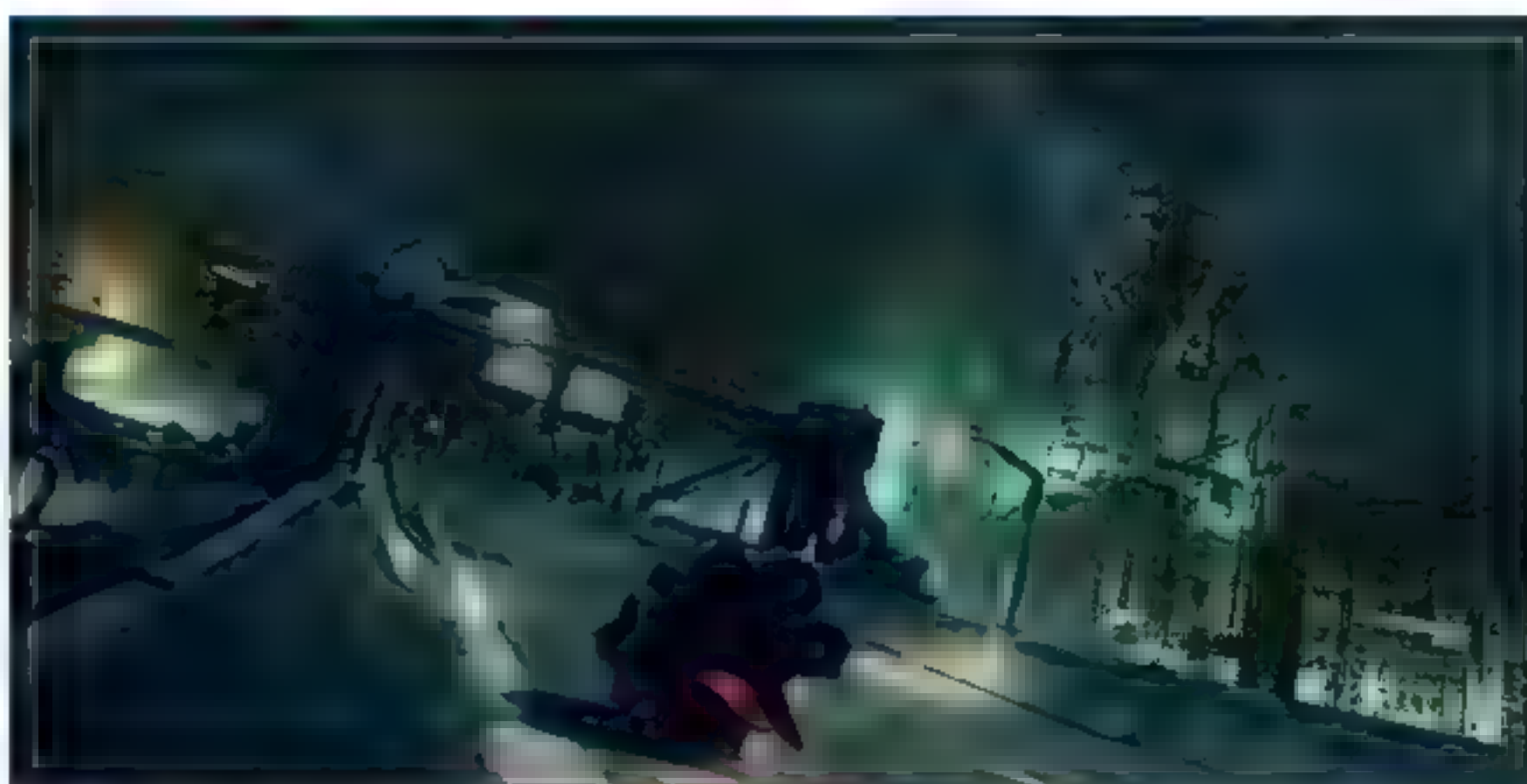
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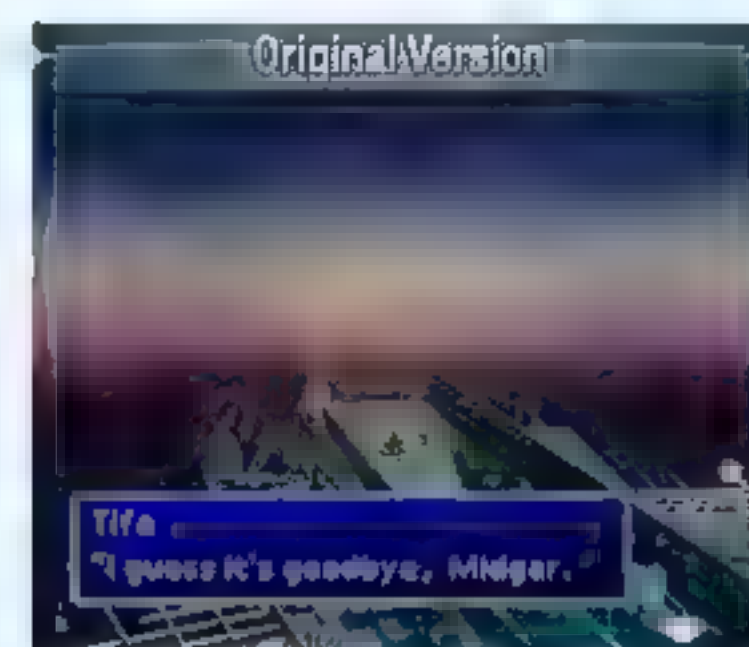
Keyword Commentary

MIDGAR EXPRESSWAY

A three-tiered superhighway that's being constructed in a ring around Midgar. The road extends all the way out of the city, with its various levels weaving under and over each other to form a complex, three-dimensional structure. The third, upper level is still under construction and not open to the general public, and there are several portions where the road drops out.



↑ The three levels are not entirely isolated, and do join up at various locations



↑ The expressway terminates at the outer edge of Midgar. Here, Cloud and his party resolve themselves and set out on their journey



Knowledge Matrix

Locations That Only Appear by Name or Description

There are many other cities and villages in the world aside from Midgar. Though they only show up in this game as names or in scenery, let's familiarize ourselves with some of the regions that appeared in the original *Final Fantasy VII*.

• Wutai

A country in opposition with the Shinra Electric Power Company. Although a ceasefire is currently in place, sour sentiment has taken root among the residents of Midgar. Shinra hopes to create a wartime boom by stoking hostility in its citizenry and inducing another conflict with Wutai.

• Nibelheim

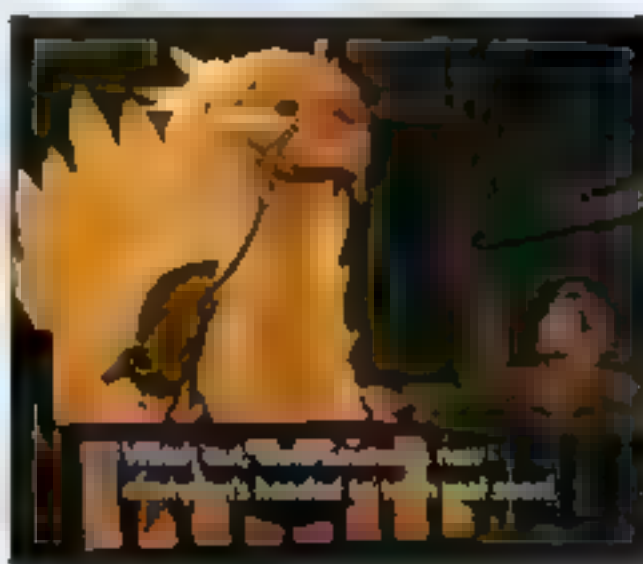
Cloud and Tifa's hometown, which was burned to the ground by Sephiroth five years ago. A mako reactor stands in nearby Mount Nibel. The village water tower is a memorable place for Cloud and Tifa.



← A rustic countryside village. Wooden houses stand in a ring around a central water tower.

• Gold Saucer

A massive amusement park packed with all sorts of attractions. As an aspiring actress, Jessie trained hard at a theater there and managed to land a starring role.



← Chocobo racing is one of the central attractions. Chocobos fight to the finish line in an outstanding display of speed and stamina.

• Cosmo Canyon

A settlement built among rocky red mountains, known for being the birthplace of planetology. A cocktail named in its honor can be bought as a specialty at Seventh Heaven.



• Costa del Sol

An open-air tourist destination where the sun shines brightly. A young man in the Sector 5 slums is wondering where he should go on his honeymoon when his friend mentions the name of this famous resort.

KEYWORD

FINAL FANTASY VII REMAKE

COMMENTARY

This section provides commentary on many of the unique terms that appear throughout this title. Even those with knowledge of the original game may make new discoveries as they reevaluate terms already familiar to them

MAKO

Shinra Electric Power Company

Energy used in a variety of applications, including electricity and high-performance fuel. "Mako" is a popular name Shinra's come up with for what is in fact spiritual energy that comprises the Lifestream, the current of the planet's very lifeblood. Shinra has devised a method to utilize mako as a power source. While doing so has greatly enriched people's day-to-day lives, it's recognized in limited circles that the process whittles away the planet's life. The vast profits Shinra generated from its monopoly over this indispensable amenity is one reason the company was able to grow into the megacorporation it is today.



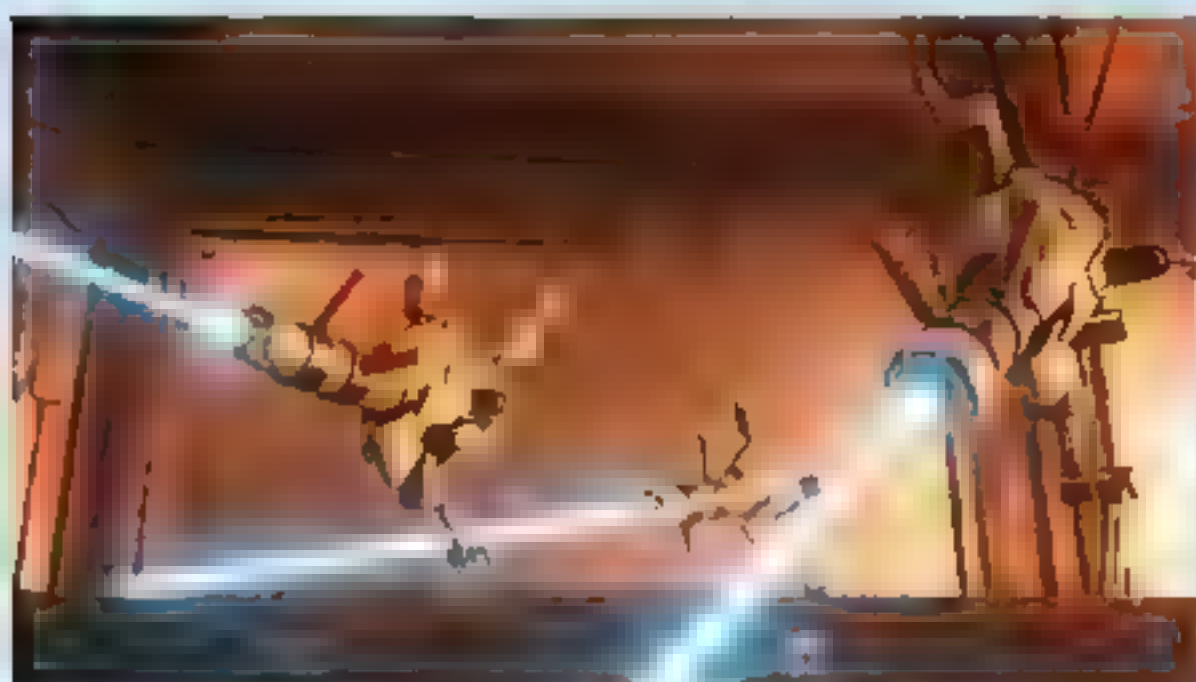
↑ The majority of citizens have no concerns about consuming mako, deluded into thinking it's an inexhaustible source of energy

Mako Reactors

Facilities that pump up mako from inside the earth and convert it into electricity. In addition to the eight reactors along the circumference of Midgar, Shinra has built other reactors in various mako-rich regions around the world. The layout of each mako reactor is essentially the same, though there are some small differences depending on when the facility was constructed.



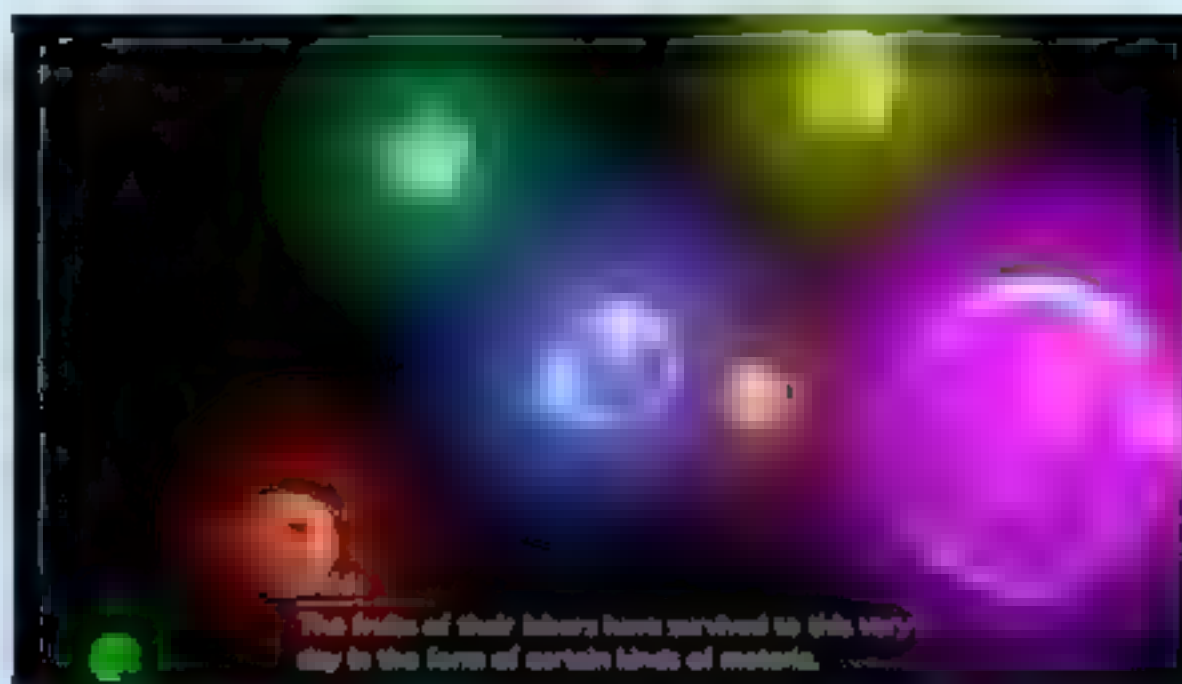
← In the unlikely event one were to fall into the mako pool on the bottommost level of the reactor, they would be sent back directly to the Lifestream



↑ Given the facility is essential to Shinra, it makes sense that a great deal of the operations and security have been mechanized in order to maintain confidentiality

Materia

Mako that has been condensed and shaped into a solid sphere. It can be attached to weapons and armor, granting access to magic and techniques or augmenting the user's own capabilities. Most materia distributed today are artificially manufactured via developments made possible by Shinra research.



↑ It's said that materia has its origins in objects the Ancients once fashioned from spiritual energy using their own special techniques

Mako Poisoning

A disorder stemming from psycho-spiritual abnormalities caused by prolonged exposure to high concentrations of mako. It results in severe adverse physical effects, including hallucinations and loss of consciousness. Protecting laborers from mako poisoning is another reason why operations and security have been mechanized inside mako reactors.

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SHINRA ELECTRIC POWER COMPANY

...work under its thumb

A massive conglomerate based out of Midgar. Originally a small weapons development company known as Shinra Manufacturing, it began to exert significant influence after its discovery of mako energy, growing into a massive corporation that controls the world in all but name. Shinra is heavily invested in propaganda, establishing news reporting and publication subsidiaries in its quest to gain a chokehold on public sentiment, each agency skillfully integrated into the company's media control strategy. Its mascot, Loyal Little Stamp, is beloved by people of all ages in Midgar, and was originally conceived as a tool for propaganda during the war.



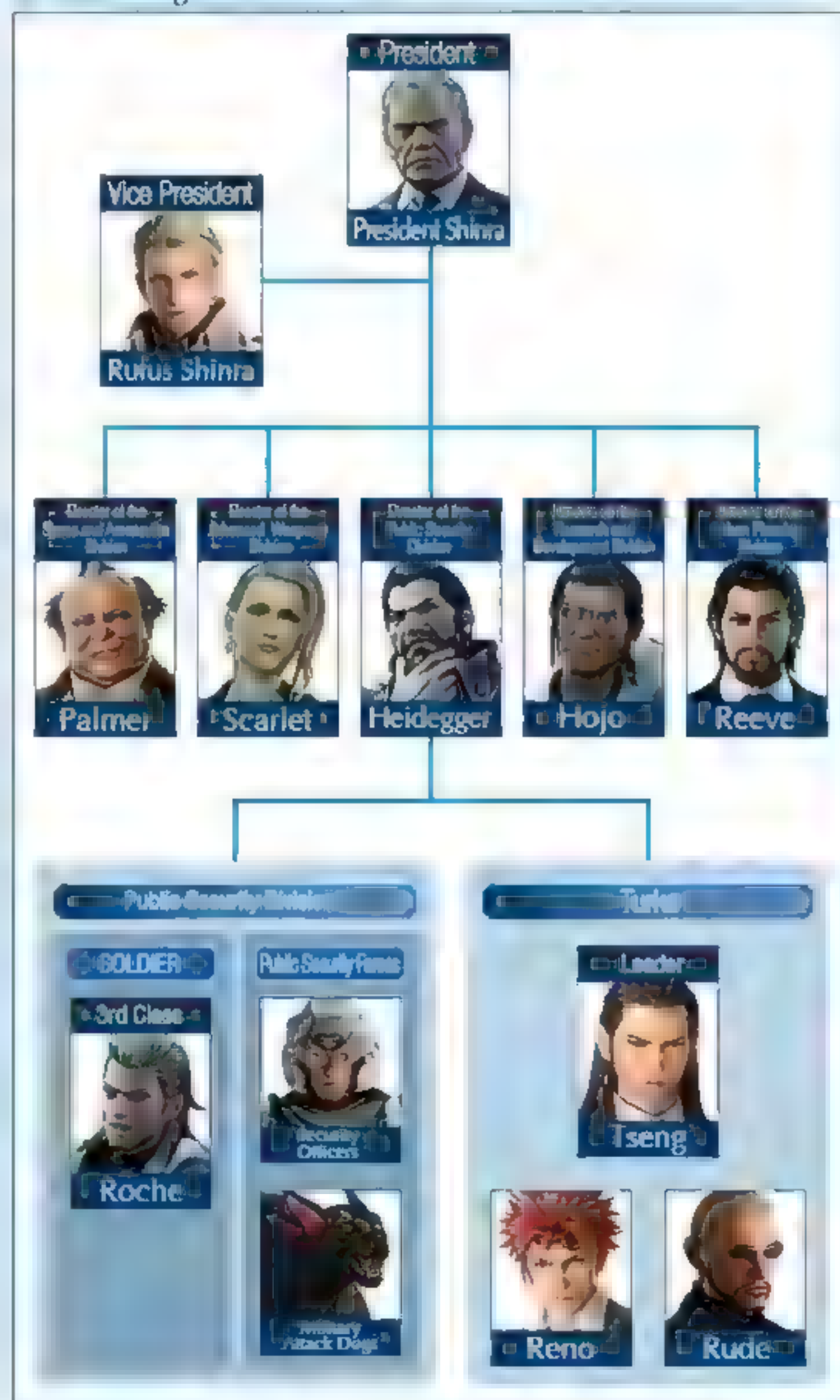
↑ There are numerous subsidiaries bearing names that begin with "Shinra," all of which are highly profitable in their respective industries.



← A number of Stamp-related works have been produced, including a TV cartoon, movies, and picture books, not to mention tie-in products like sweets and snacks



Shinra Organizational Chart



SOLDIER

Elite warriors in the employ of the Public Security Division. Fighters who overcome an aptitude test that includes a certain procedure are irradiated with mako to augment their physical capabilities. Members are sorted into 3rd, 2nd, and 1st classes that reflect their ability in descending order. Despite being the lowest rank, SOLDIERs of the 3rd class still possess strength far in excess of a general infantryman's, while the number of SOLDIERs in the highest-ranking 1st class can be counted on one hand.

Turks

The Auditing Department of Shinra's General Affairs Division. It's a small unit of elite operatives tasked with carrying out special missions. These include scouting for SOLDIER candidates and protecting important persons, as well as seedier work like espionage, assassination, intimidation, and kidnapping. Though formally they fall under Heidegger's jurisdiction, in reality they're closely associated with Rufus Shinra, the company's vice president, and tend to operate according to his directions.



↑ The Turks are required to don black suits for their uniform, but there are no strict rules about how they must wear them. The way each member chooses to dress is indicative of their individual personality.

AVALANCHE

Resistance movement opposed to Shinra's continuing use of mako energy.

A resistance movement opposed to Shinra's continuing use of mako energy. By the public at large, they're recognized to be nothing more than "enemies of Shinra," but there are some slum residents who sympathize with Avalanche's ideology.



They also do more low-key work, such as posting fliers around town appealing to people to stop their use of mako



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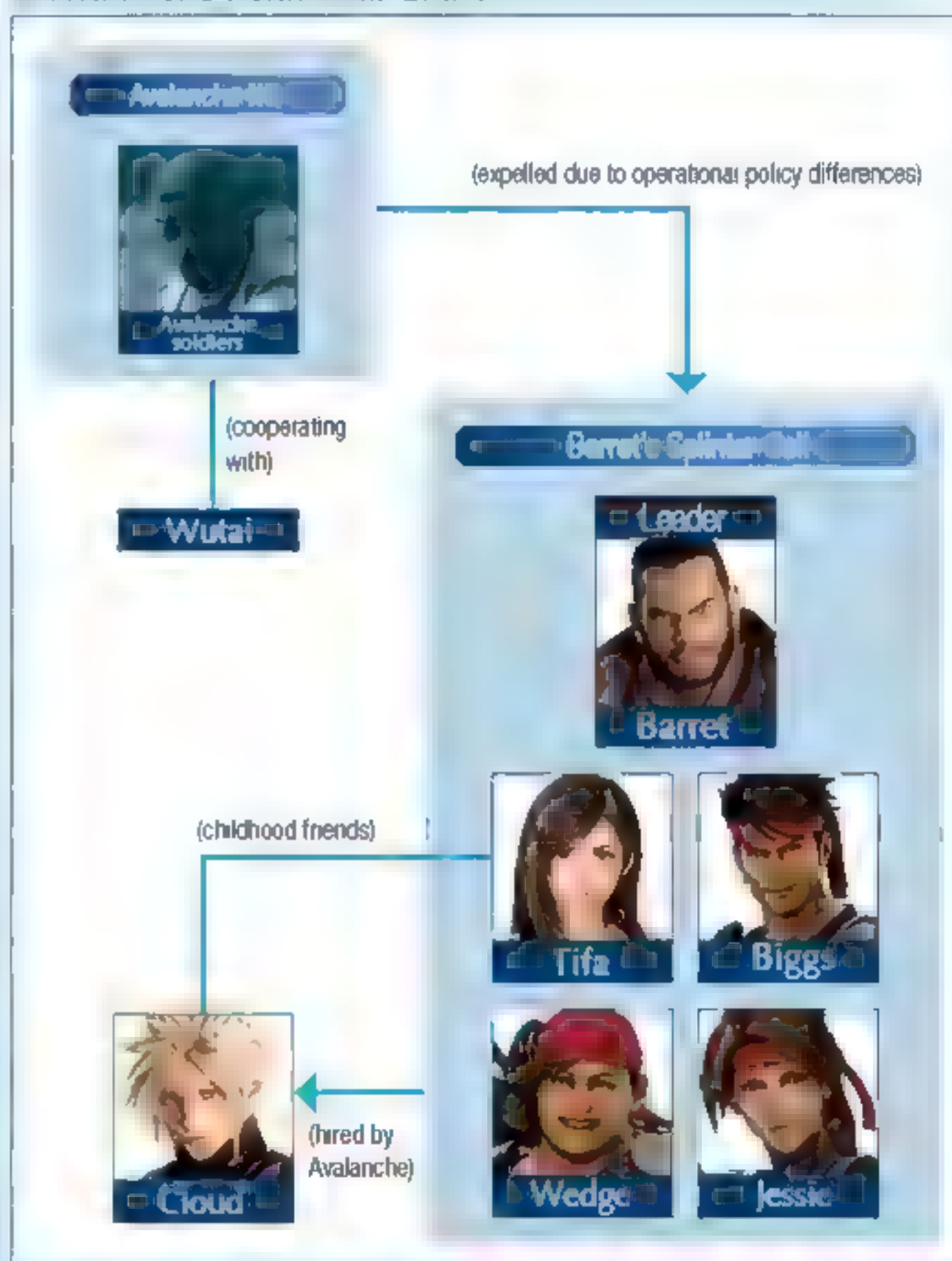
HQ and Splinter Cells

Avalanche contains a multitude of factions whose ideologies and principles differ, and the Avalanche Barret commands functions independently from the original organization (known as Avalanche HQ). Barret and his crew were initially charged with overseeing things in Midgar, the frontlines of anti-Shinra activity, but their relationship with HQ deteriorated when they began to steer down a more militaristic path. They were expelled due to operational policy differences and now operate as a separate organization. Barret's group is not the only one that has engaged in extremist activities, however. It seems there was once another radical faction that sought to eliminate an important Shinra official.



Overthrowing Shinra is a goal shared by both HQ and the splinter cells, and they'll occasionally cooperate with one another

Avalanche Relational Chart



Planetology

A systematized study of ancient teachings about living as one with the planet. It promotes the theory of a "cycle of life" in which living things return to the planet when they die only to spring up again as new life after circulating around the planet. This line of thinking serves as the basis for Avalanche's claim that using mako energy siphons away the planet's life and shortens the time it has left to live



As the commander of an Avalanche splinter cell, Barret also studies planetology and seeks to deepen his knowledge.

ANCIENTS 古代種

— A race that once lived on the planet long ago —

A race of people who legends say existed long ago and pioneered the planet. "Ancients" is merely the name Shinra has given to them, their proper title is "Cetra." It's believed they possessed the ability to hear the planet's voice and slowly built a civilization all their own, however, almost no record of their existence remains, and there are still many mysteries even Shinra's research has yet to uncover. Aerith's biological mother, Italna, was the very last of the pure-blooded Ancients.



← One prevailing view holds that the Ancients died out roughly 2,000 years ago, though many believe their very existence is nothing more than a tale to tell children.

Promised Land

A place that appears in lore regarding the Ancients. Although no details are known, Shinra has interpreted the Promised Land to be a region abundant with mako energy, and plans to make it the site of its brand new city of mako, Neo Midgar. As such, they're eager to obtain information about the Promised Land from Aerith, a surviving member of the Ancients.

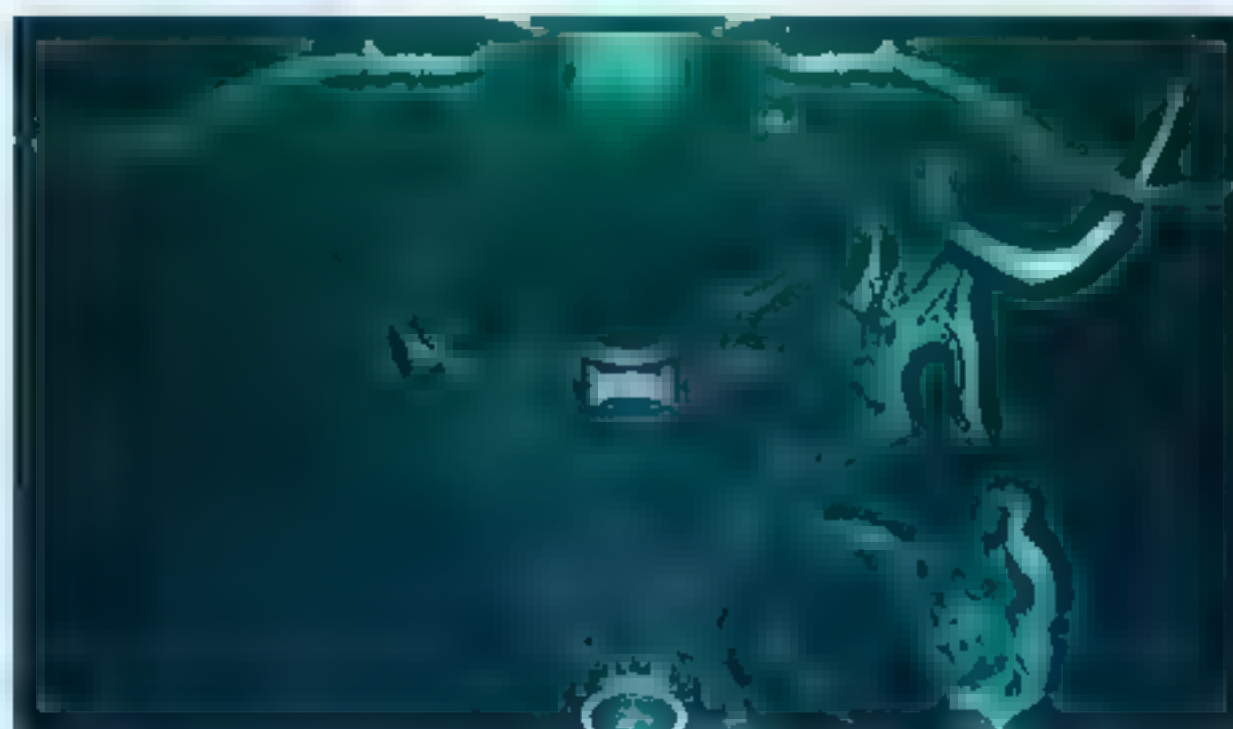
● A Legend About the Ancients

We who are born of the planet,
With her we speak. Her flesh we shape.
Unto her promised land shall we one day return.
By her loving grace and providence may we take our
place in paradise.

JENOVA ジェノバ

— A mysterious life form created by Shinra —

An ancient life form secretly being stored within Shinra. She has the ability to meddle with the psyches of those she confronts and cause them to hallucinate. Hojo has devoted half his lifetime to researching Jenova, and at the Drum, a top-secret research facility on the upper levels of the Shinra Building, he's currently experimenting with implanting Jenova's cells into other organisms and machines.



← Her torso outwardly resembles that of a woman, but gives off a warped and hideous aura. The body terminates at the neck.

ARBITERS OF FATE 運命の番人

— Mysterious beings that appear before Cloud and his party —

Mysterious haze-like entities with no corporeal form. They can appear anywhere at any time, sometimes hindering Cloud and his party and sometimes rescuing them. They rarely stay in one place for long, promptly vanishing once their objective is fulfilled. Whether one can perceive the arbiters of fate varies from person to person, and there are some cases where individuals suddenly begin seeing them after coming into contact with a particular person.



← When Barret fights the arbiters of fate, those around him see only a man firing his gun blindly into empty space.

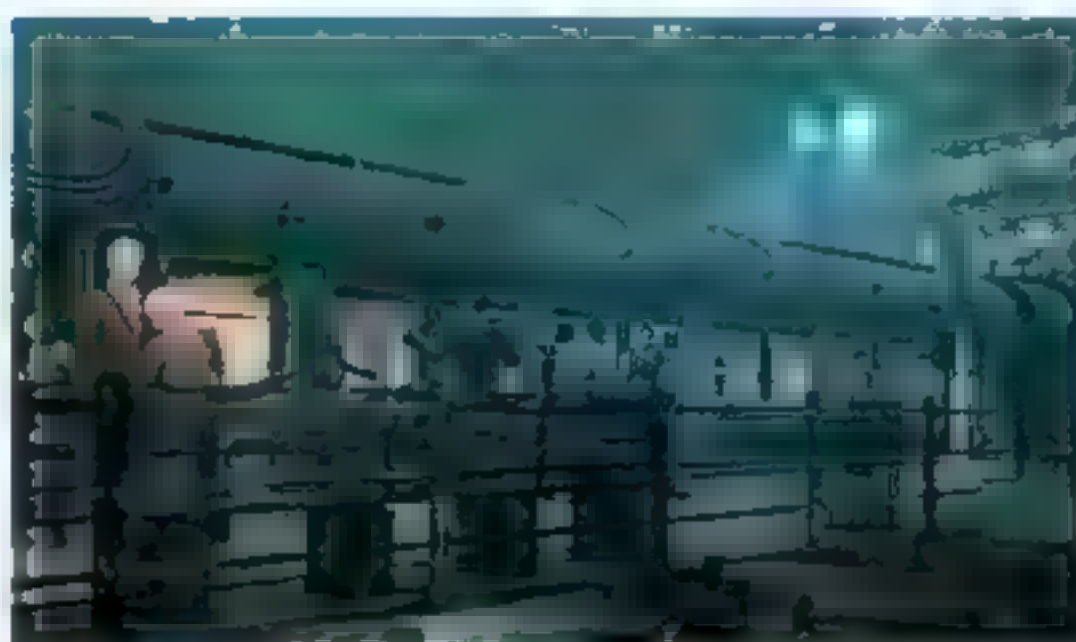


↑ Black particles gather together to form a ghost-like figure shrouded in a robe. Even when slain with a sword or otherwise defeated, they merely return to particles. As such, they're essentially undying.

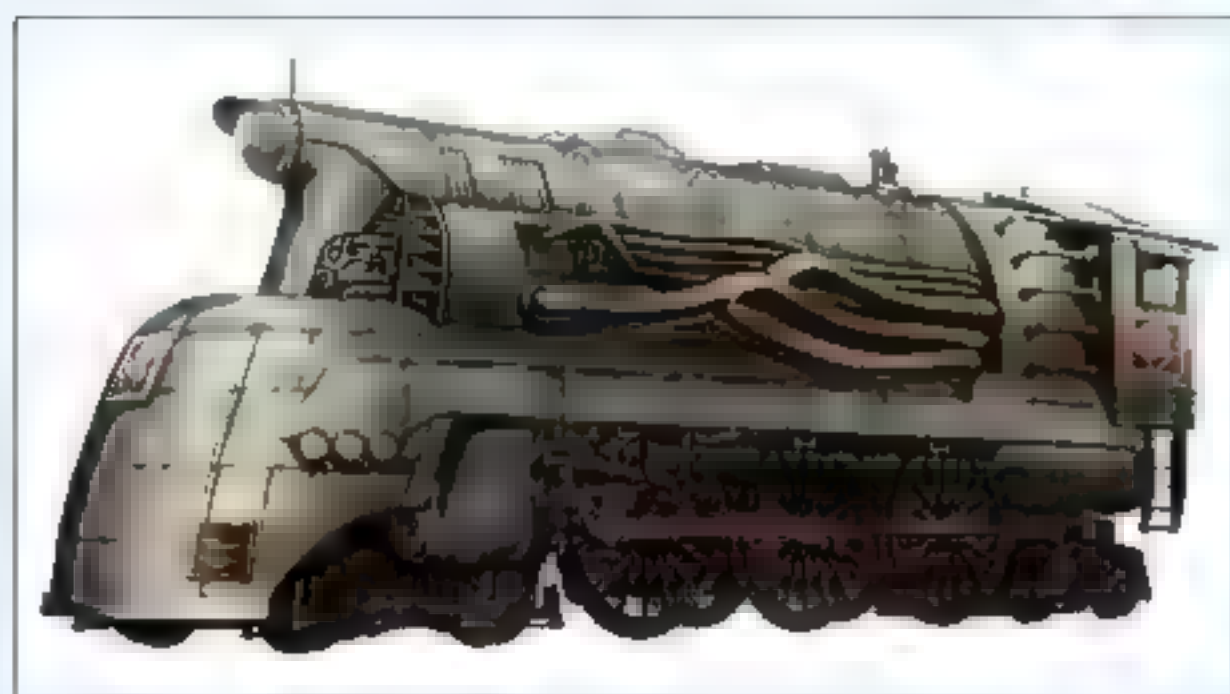
Vehicles Overview

TRAINS

The most popular mode of organized transit in Midgar. A network of rail lines has been built to connect the urban area on top of the plate to the slums below, proving indispensable in the daily lives of slum residents who commute to the metropolitan districts for work. Though there are minor variations across train lines, they all generally provide service between 5 o'clock in the morning and 1 o'clock at night, helping citizens go about their lives at all hours of the day.



Two-door passenger cars, with one entrance at the fore and one at the rear, are the most commonly seen model.



HK100-VII-5884

An old model of train. It proved useful for a long time, but was quietly retired after the introduction of the MK100-IX.

MK100-IX-600

The cornerstone of Shinra's railway fleet, it operates on many lines. This is also the model Avalanche ride when they sneak into the Mako Reactor 1 train station.



CHOCOBO CARRIAGES

Small-sized transport vehicles drawn by chocobos. They're mainly utilized by Sam's Delivery, a transportation and delivery service owned by Wall Market's Chocobo Sam, where they carry people and goods to various places in the slums.



If you examine the chocobo stops located throughout the slums, a chocobo carriage will promptly rush over and deliver you to whichever stop you desire.

The coaches stand out for their flamboyant appearance and warm color palette. Incidentally, the writing on the carriage body's signboard reads "Sam's Delivery Service" in the actual game.

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CARS & MOTORCYCLES

Vehicles that run on highways and local streets. Cars are more often seen among the wealthy residents living on the plate, and aren't found as much in the slums, where roads are poorly maintained. Exceptions include automobiles used for construction and out of service cars that have been disposed of. Motorcycles, on the other hand, are preferred in the slums for their short turn radius and ability to drive on rough road surfaces, and engineers can be found who specialize in servicing them.

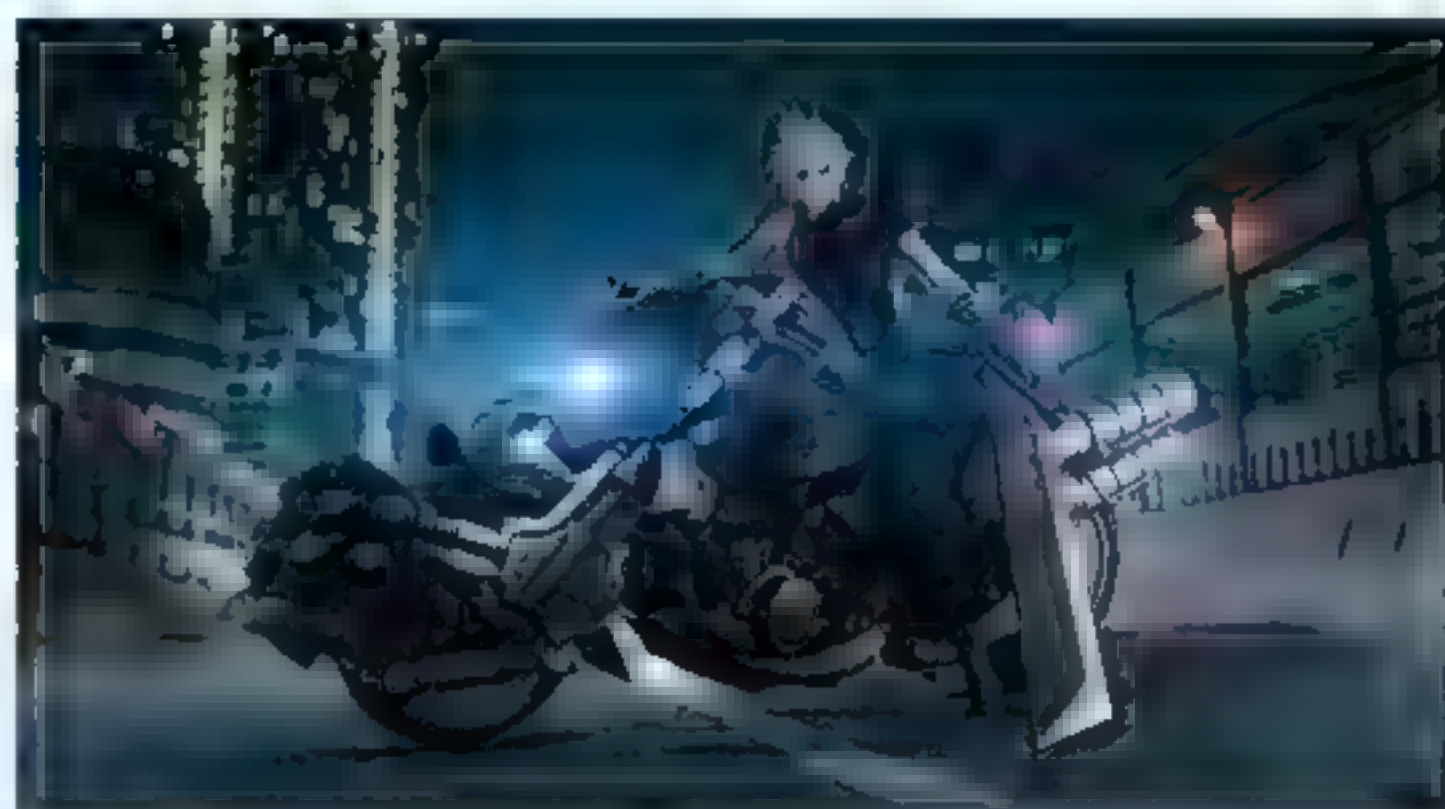


← The Shinra Building has an exhibition featuring all sorts of car and motorcycle models

Hardy-Daytona

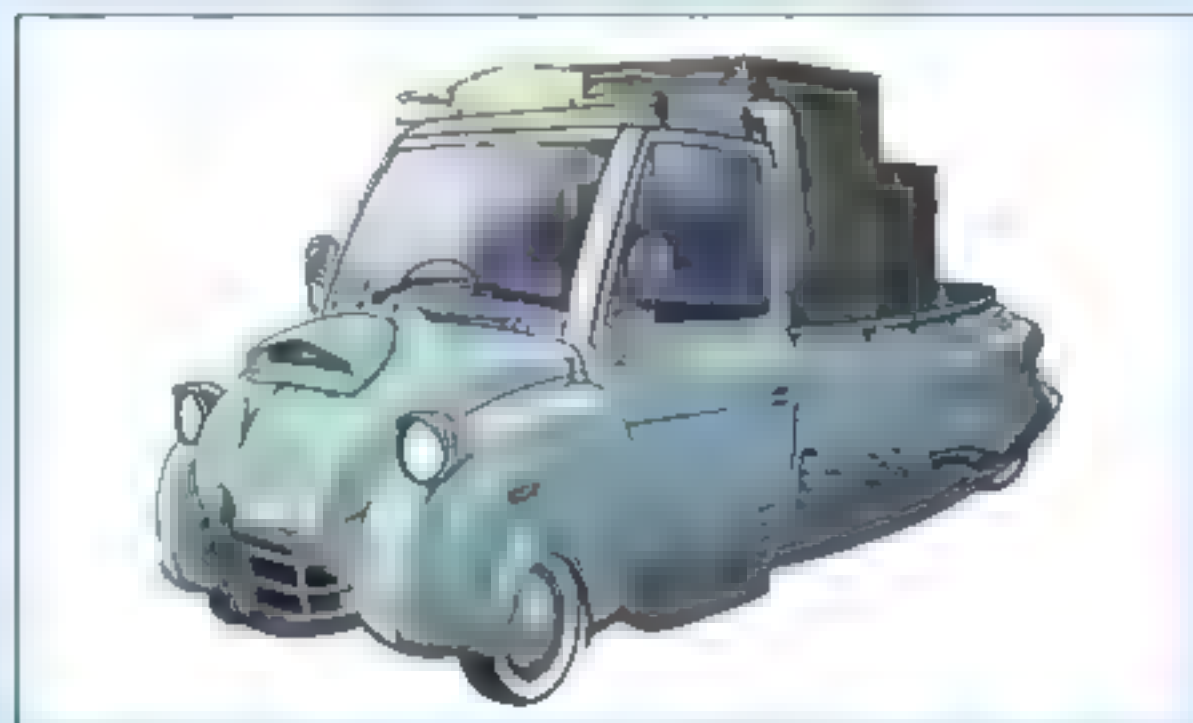
The latest model in Shinra's line of motorcycles, equipped with a high-displacement engine. Because it features a great deal of new technology, it's produced only in small quantities and isn't available on the mass market. Although it boasts remarkable performance, it's suited only to a select few riders.

→ During the escape from the Shinra Building, Cloud steals this bike from its stand in the third-floor showroom and leaps out onto the expressway



Shinra Hauler SA-37

A three-wheeled truck made by Shinra. While the weight of the frame has been reduced, its engine works like that of older cars, so it doesn't perform as well as one might wish.



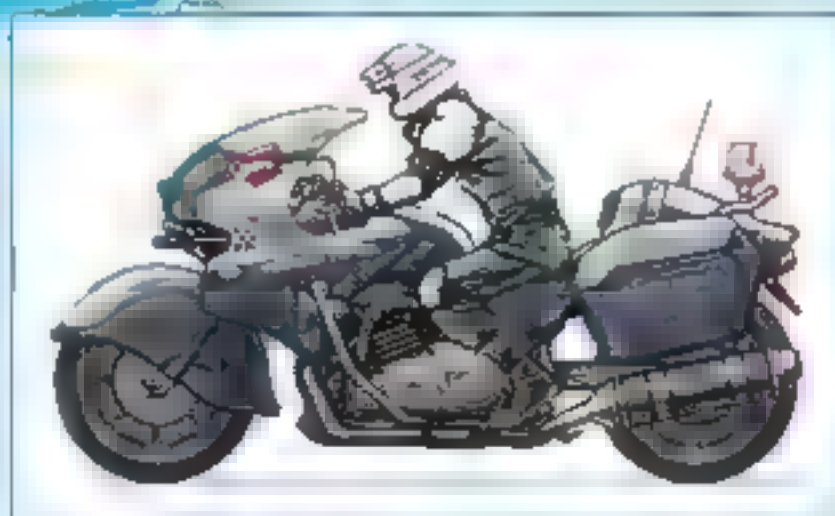
Motonox Gust (Minibike)

A smaller-sized motorcycle manufactured by Shinra. Barret borrows it from a Sector 7 slums resident when Cloud and Jessie decide to head up to the Sector 7 urban area.



Shinra Military Motorcycles

Large-sized motorbikes deployed by the Shinra army. Thanks to their high maneuverability, they're frequently dispatched to locations with long, contiguous stretches of road, such as the expressway and Corkscrew Tunnel. Several types exist, with the model varying based on the rider's unit and rank.



Elite Mobile Unit Officer Model

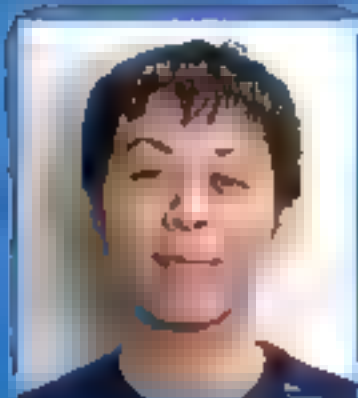
The frame caters to elite mobile unit officers and mobile unit SOLDIERS. Roche sits astride a red one.

High-Speed Response Squad Model

The frame is geared toward security officers who rush to the scene as quickly as possible. The durability is somewhat lacking.



Key Development Staff Q&A - Part 1



Level Design Supervisor

大地雅俊

Masatoshi Oochi

Noteworthy Works:

Mobius Final Fantasy, Final Fantasy X-2 HD Remaster, Lightning Returns: Final Fantasy XIII, Theatrhythm Final Fantasy, Curtain Call, Dragon Quest X, Drakengard 3

Q What sort of work were you in charge of?

A I was mainly responsible for Chapter 8. My job was to put together what the other staff members produced, such as character movements and battle triggers.

Q How did you decide on the content for quests?

A In the original version of the game, Wall Market featured all sorts of side stories and gags, but the Sector 7 and Sector 5 slums weren't particularly full of content. Therefore, [in the remake] the quests in those two slums are all brand new. At first we considered having each quest connect with a [minor] character and tell a complex story. However, being an outsider, Cloud had no compelling reason to get involved with them, and the episodes just didn't cohere well. So we decided to make each quest into straightforward "merc work" that the player could resolve together with Tifa and Aerith, who live in those sectors, getting to know them better in the process.

Q Were there any ideas that were scrapped in the final game?

A In an early draft of the scenario, when Cloud assembles a bouquet of flowers at Aerith's house in Chapter 8, there was a proposal to transport the flowers in a wagon as an homage to *Crisis Core: Final Fantasy VII*. However, we couldn't yet touch on Zack at that stage of the game, so the idea never came to fruition.

Q Which part did you struggle with the most?

A The Sector 5 slums and Wall Market are contiguous with one another and together make up the most expansive area of the game. On top of that, they're visited in several chapters, so the amount of data involved is colossal.... We divided the work among several people, but there were many occasions where parts one person was working on would inadvertently be impacted [by work on other parts]. One place would suddenly become night, or a service-hailing chocobo stop would pop up somewhere. It was difficult to get it all ironed out.

A Secret About the Game Only I Know

On your quest to conquer the Corneo Cup in Chapter 9, congratulatory flowers will arrive at the underground colosseum addressed by someone named Akila. This person is in fact the singer at the Drunkard's Den, a bar in Wall Market, and publicity posters and signboards bearing his name can be found here and there throughout the Sector 6 slums (see p. 717).



Level Design Supervisor

澤田 唯

Yu Sawada

Noteworthy Works:

Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy

Q Which part of your work were you most particular about?

A During the Chapter 3 segment where Tifa accompanies Cloud, we wanted players to enjoy themselves during their time alone with Tifa, so we packed it full of all sorts of scenes. I proposed the sequence where Tifa treats us to a cocktail with this in mind, but it was ultimately incorporated into the main scenario as a gorgeous event scene, so I'm glad I was so adamant about it.

Q Which part did you struggle with the most?

A I had quite a tough time positioning the massive number of residents needed to flesh out the city, as well as implementing their numerous lines of dialogue. Because of it, however, I think we were able to cram in all sorts of interesting dialogue to supplement the scenario team's painstakingly crafted story. So, please set the Chat Log settings in the main menu to "Show Dialogue and Speaker Name" and enjoy the experience.

Q Were there any ideas that were scrapped in the final game?

A If you complete all the quests in Chapter 3, you'll unlock the "Alone at Last" Discovery and be able to enter Tifa's room. Initially, we'd planned to make various locations in the room searchable. There was going to be a nostalgic sort of fan service moment where Cloud examines [censored] and finds Tifa's [censored]... but it wound up being scrapped due to the mature nature of its content [laughs].

Q Are there any stand-out memories you have from the development process?

A Early on in development, there was a quest that involved helping a Shinra employee who'd been stiff-armed by his boss into investigating monsters. The client was a timid biology assistant in Shinra's Research and Development Division. His appeal and usability as a character caught my attention, and before I knew it, we'd come up with a premise and visuals for him. I never dreamed that character would become Chadley.

A Secret About the Game Only I Know

During the final event scene of Chapter 3, there are three doves that fly by. As it happens, these doves have been carefully positioned in the [normal gameplay] field. They're located somewhere in the Sector 7 slums, so if you're curious about them, please boot up Chapter Selection and try tracking them down.

SECTION 01

七

CHARACTER & WORLD

キャラクター&ワールド

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G-Bike Level Design

後藤 康人

Yasuhito Goto

Noteworthy Works

Shin Gundam Musō, One Piece: Pirate Warriors 3, Attack on Titan, Attack on Titan 2, Berserk and the Band of the Hawk, Warriors All-Stars, Sengoku Musō Shūto

Q What kind of changes did you consider making to the motorcycle minigame in Chapters 4 and 18?

A As Chapter 4 is the first time you play the motorcycle minigame, we went with a more orthodox approach where you fight basic enemies while progressing through the level, then battle a boss enemy at the end. In Chapter 18, we wanted to create a scenario where you're on the run battling strong Shinra enemies as they chase you. The result was a sort of gauntlet where you fight several boss enemies one after the other.

Q Which part of your work were you most particular about?

A I'd have to say making the motorcycle movements look realistic. In real life you wouldn't ride a motorcycle while swinging a huge sword around, but we tried to devise ways to make the movements realistic despite their less-than-real context.

Q How did you come up with the special techniques?

A I'd been thinking about making special techniques ever since early development, and initially planned to introduce a limit gauge. However, if we used a system where the gauge fills when you take damage, like in normal battles, then you wouldn't be able to use the special techniques if you skillfully dodged enemies' attacks. Therefore, we switched things around and went with a motorcycle-specific ATB gauge that fills over time.

Q Which part did you struggle with the most?

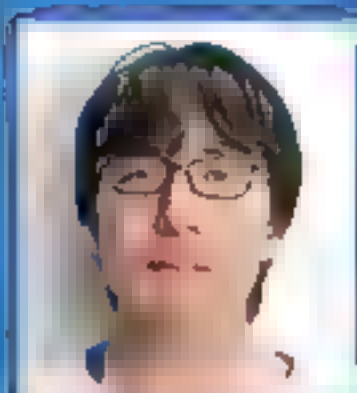
A When we tried to make Motor Ball the same size as it was in the original game, it was way taller than Cloud, and we had a tough time figuring out how to make it easier and more entertaining to fight against. The whole staff got together and brainstormed solutions to a number of problems, like what kinds of attacks it should use and how the camera should move.

Q Are there any stand-out memories you have from the development process?

A When Cloud and Jessie ride on the motorcycle together, she seems utterly unphased by his hectic driving, which raised suspicions among the development staff that Jessie must actually be a SOLDIER [laughs].

! A Secret About the Game Only I Know

Although they aren't used in the final product, the blades on the exterior of Motor Ball's arms are designed to transform and attach to the ends of the arms so that they can reach Cloud and the road surface.



Battle System Designer

岩上 亮太

Ryota Iwagami

Noteworthy Works

Final Fantasy XI, Final Fantasy XIV, Dragon Quest XI

Q What sort of work were you in charge of?

A In addition to laying out the battle system, I also configured stats for characters and enemies and made more minor adjustments with things like item's effects and where to obtain them.

Q Was there anything you kept an eye out for while incorporating action-oriented aspects into the battles?

A In order to provide an enjoyable experience to fans coming from the original game, we were careful not to be too heavy-handed with the action elements. For instance, during development, MP was restored when the ATB gauge increased to the next bar. However, that meant that if you left the ATB gauge full, you wouldn't recover any MP. If, on the other hand, you tried to use the ATB gauge whenever it topped up, the whole process would get hectic and stressful. After tweaking these components, I think we were able to land on an enjoyable RPG-flavored experience where you can strategize and input commands as well as perform actions like attacking and evading.

Q How did you decide on the strengths and abilities of each character?

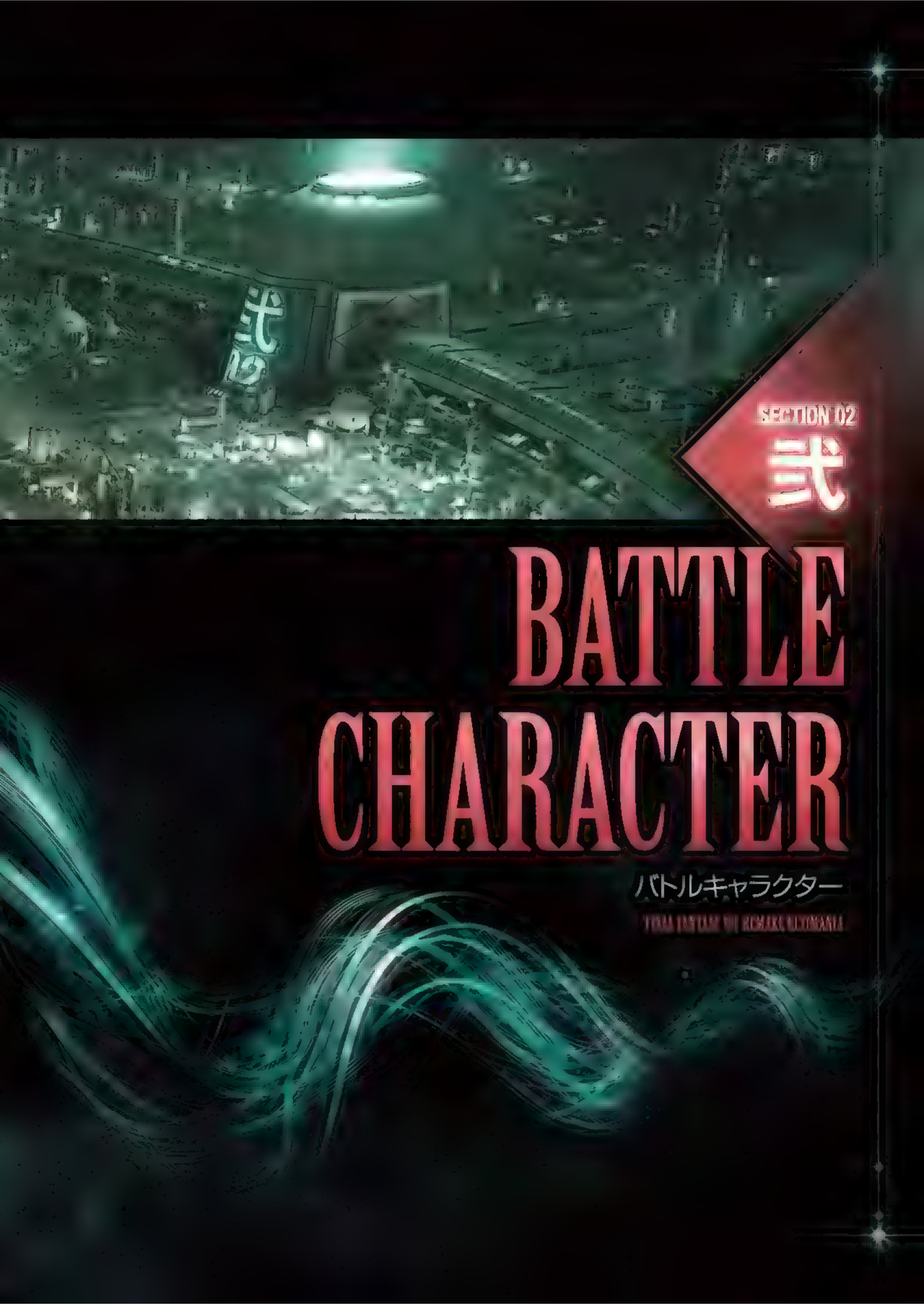
A We first decided each character's party role in battle based on their appearance and the overall impression they gave. We then personalized them according to these roles, configuring stats and moves to highlight their specialties and weak points.

Q Which is your favorite enemy?

A It's got to be Fat Chocobo from the summon battle. It has a lot of HP compared to other enemies, but it's made up for with a long stagger period. During that stagger period, you have to hold firm as moogles try to get in your way, focusing your assault on Fat Chocobo. I'm a sucker for unusual battles like that.

! A Secret About the Game Only I Know

In order for Red XIII to use magic, we initially had him equip materia [automatically]. Toward the end of development, we decided we'd have Red XIII use magic without materia. When I went to remove what he had equipped, the materia suddenly disappeared from the collar on his character model, and I quickly had to reattach them.



SECTION 02

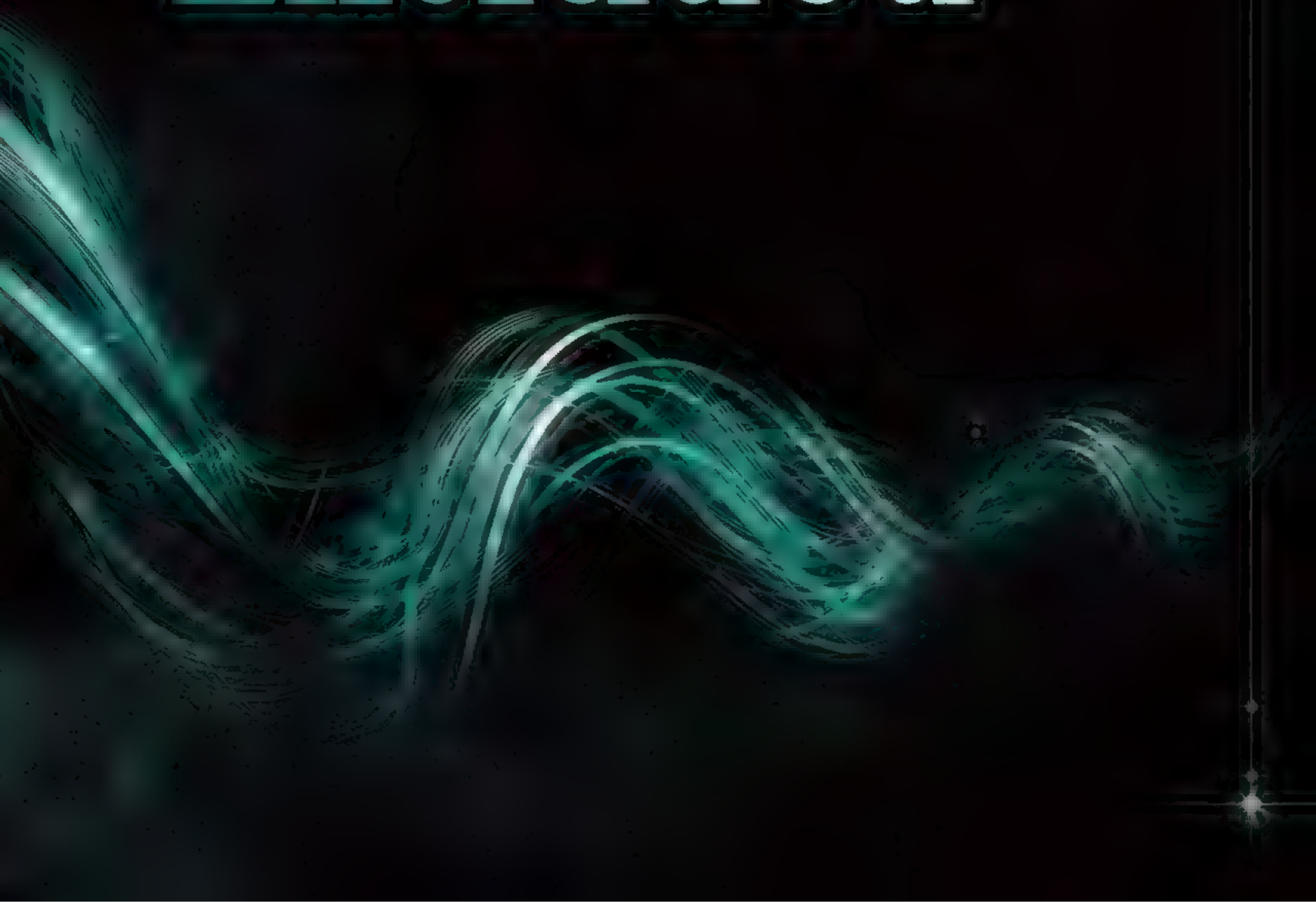
バトル

BATTLE CHARACTER

バトルキャラクター

FINAL FANTASY VII REMAKE ULTIMANIA

Section Excluded



Key Development Staff Q&A - Part 2



Battle System Designer

佐藤雅則

Masanori Sato

Noteworthy Works

Final Fantasy XV, Kingdom Hearts II Final Mix, Kingdom Hearts III

Q How exactly did weapon upgrading come about?

A In the original version of the game, you would grow through leveling up and increase your battle power with equipment and materia. We wanted to expand on that with some sort of customizable enhancement component, and so we created the weapon upgrade system. We structured it so that characters acquire skill points necessary for upgrades, and each and every weapon can be upgraded to the maximum value of those skill points. That way, even newly acquired weapons can be put to use immediately. By the way, the weapon upgrade screen was designed to look like a celestial body that gradually reaches completion as the weapon grows and skills are unlocked. We leveraged the idea of growth-inducing materia being contained within the weapons, as well as concept art that used cosmic imagery.

Q How did you decide on the summoning system?

A The overarching idea was to have summons appear directly on the battlefield and put up a united front with Cloud and his party. At the same time, the dynamic special attacks summons use are their biggest highlight, so we tried to minimize any limitations to their execution, such as obstacles posed by the terrain, to ensure they integrated smoothly with the game flow. There are only a limited number of battles in which you can call on summons, such as boss fights and Combat Simulator battles, but I think it's an element that can strategically be used in critical situations as a sort of last-ditch trump card.

Q Which part of your work were you most particular about?

A The weapon upgrading. Several staff members played and replayed the game, making careful adjustments to all 24 weapons. Even the Nail Bat, which is sort of a gag weapon, has the hidden potential to become more powerful than other weapons if you increase its critical hit damage with skills. So, I hope players will try experimenting with all sorts of weapons.

! A Secret About the Game Only I Know

The automatic weapon upgrade mode prioritizes unlocking the New Materia Slot weapon skills before all else. We recommend that players unlock any high-priority skills, such as Tifa's Concentration(-related skills), and then turn on automatic mode for a simple, enjoyable weapon upgrade experience.



Lead Battle Designer

城市智孝

Tomotaka Shirouchi

Noteworthy Works

Final Fantasy Type-0, The 3rd Birthday, Emperor's SaGa, Imperial SaGa

Q What was the concept for battles this time around?

A We've given the boss battles a classical dramatic flow, making special efforts to fuse the narrative with the tension of the combat. Enemy behaviors, of course, as well as performative elements like cutscenes and dialogue incorporated into battles, have been designed in line with that approach. Furthermore, the combat actions in this game are not quick-reflex inputs that require you to discern enemy movements and quickly react. Rather, we use tactical inputs that prioritize making prudent decisions as the situation demands. To that end, we made sure to telegraph enemies' attacks with clear movements so that players can predict their opponents' actions as they fight.

Q Which parts did you decide to keep the same as the original game and which ones did you decide to change?

A We tried to preserve as many iconic attacks and behaviors as possible from the original version of the game. For example, we brought back Rude's punch-pulling against Tifa as a vital element of his characterization. Although we've mixed things around to better suit the battles in this game, we hope those who played the original version will be reminded of the battles they fought back then. Conversely, with enemies like Hell House and Eligor, which were basic encounters in the original game, we had to make more substantial changes in order to have them stand out more and justify their promotion to boss enemies.

I think both turned out to be fresh, impactful, and formidable enemies that still bear traces of their former selves.

Q Which is your favorite enemy?

A I'm a big fan of the Shinra mecha. Despite being a high-tech weapon, it somehow gives off this clunky, run-down vibe I just can't get over. Maybe it's a reflection of Heidegger's sense (or lack thereof).

! A Secret About the Game Only I Know

When we implemented Barret's combat dialogue, he was left sounding like some sort of overbearing middle-aged delinquent, repeatedly yelling things like "Bring it on, punk!" and "Try me, asshole!" So I went to Ise [sound director Makoto Ise] and we made various tweaks, such as reducing how often Barret talks when he's not being controlled.

式

バトルキャラクター

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Key Development Staff Q&A - Part 2



Lead Battle Designer

坂根 康介

Kosuke Sakane

Noteworthy Works

Dragon Quest Heroes, Dynasty Warriors: Strikeforce, Dynasty Warriors 7, Dynasty Warriors V5, Dynasty Warriors 9, Toukiden: The Age of Demons, Toukiden: Kiwami, Toukiden 2

Q What sort of work were you in charge of?

A I oversaw team members' progress and provided support as we implemented boss battles. Due to the combined work of helping other team members and tackling boss implementation on my own, I ended up being responsible for the most boss enemies out of everyone.

Q Which aspects of the original game were you particularly mindful of?

A With the exception of some bosses, all of the enemies in this game are based on ones that appear in the original version. I think longtime Final Fantasy VII fans envision enemies from the original game through the lens of how they looked, what attacks they used, their unique setups and behavior, and so on, and we tried to keep those images intact as we considered how these enemies would behave and attack [in the remake]. However, there are some enemies that we got a little more adventurous with, thinking, "This isn't quite how they were set up in the original version, but it seems like something they'd do." I hope that players will accept these changes along with the rest of the game.

Q Which part did you struggle with the most?

A I guess the general conundrum of communicating things to players. The boss battles in this game are sort of interspersed with cutscenes and switch from one phase to another, forcing players to adjust their strategy accordingly.

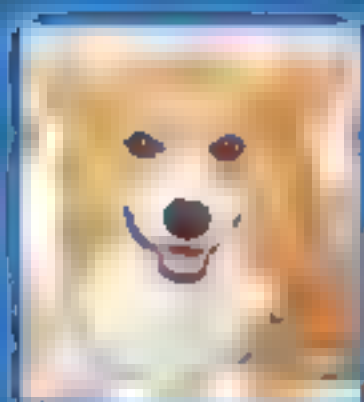
The ideal was to integrate these tactical transitions into the game in a way players could intuit through the gameplay without explicit instruction; however, it was difficult to achieve this as we envisioned, and there was much trial and error.

Q What sorts of challenges would you like to tackle in your next work?

A In action-oriented battles, the emotional components tend to resonate only for a moment. I'd like to keep pushing forward and find a way to give players an emotionally moving experience that unfolds over the course of a single battle. I think we were able to realize this to a certain extent in this game, but I feel like there's still room to grow.

A Secret About the Game Only I Know

The front and back faces of the coin Rufus uses have different designs, with the reverse side bearing an engraving of Darkstar (see p. 731). There are only a few scenes where the coin is even shown up close, so this should really give you a sense of the game designers' obsessive attention to detail.



Lead Application Programmer

保志 名大輝

Daiki Hoshino

Noteworthy Works

Final Fantasy XII, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy, Dawn of Mana

Q What sort of work were you in charge of?

A I was responsible for creating the system level designers used when mapping things out, as well as managing the overall state of the game. In order to maintain and provide a stable development environment, I worked with dedicated testers to check the stability of programs and assets updated on a daily basis. We also devised features that automatically checked for errors in development resources.

Q Which part did you struggle with the most?

A There were over a hundred different automated error checking features, and on days with lots of error reporting emails, we'd be flooded with hundreds of cases. We'd sort out the ones that needed to be addressed most urgently and contact whoever was responsible for fixing it, but because of the huge number of assets, a new error would be reported almost as soon as the previous one was addressed, making it very difficult to keep up support.

Q Are there any stand-out memories you have from the development process?

A One of the programmers working under me was a Spanish cosplayer, and they celebrated their wedding back home toward the end of development. A photograph of them cutting their wedding cake with a full scale replica of the Buster Sword went viral on social media and even got picked

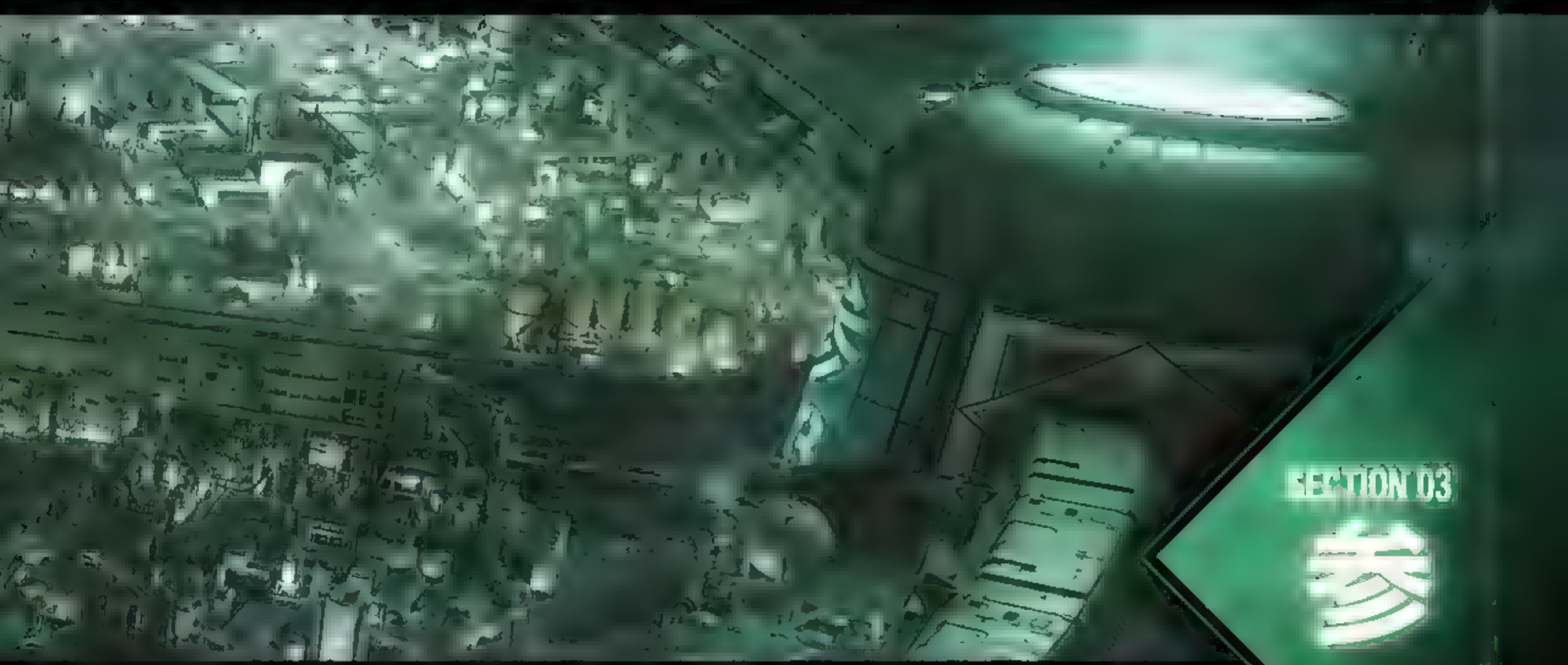
up on a Japanese news site. When I saw it back at work, I was deeply touched.

Q What part of this work are you most eager to have people see?

A Any place where there's almost no hitching or lagging of movement when processing gets bogged down. In particular, the Wall Market area is several times more data-intensive than the other locations, and we continued working with programmers and planners late into development to optimize performance. We hope players will enjoy running to and fro about the city, which was made possible through the tireless efforts of many staff members.

A Secret About the Game Only I Know

We used a special process in some chapters to switch over to the next chapter while an event scene is playing. During development, this process wasn't working properly during the transitional scene from Chapter 8 to Chapter 9, and you'd sometimes have dozens of city residents overlapping one another, or Barret's sunglasses would appear without the rest of him, just floating in midair.



SECTION 03



BATTLE SYSTEM

バトルシステム

FINAL FANTASY VII REMAKE ULTIMANIA



Key Development Staff Q&A - Part 3



Lead Animation Programmer

原 龍

Ryo Hara

Noteworthy Works

Rampage Land Runkers

Q What sort of work were you in charge of?

A In addition to revising character movements and creating a system that automatically generated gestures and mannerisms, I was also responsible for maintaining a conducive environment for the motion designers, as well as onboarding technology developed by the company's Advanced Technology Division.

Q Please tell us about this newly introduced technology.

A In scenes where characters are conversing on the [normal gameplay] field, it parses the speakers' emotions based on their voices and automatically generates facial expressions for them. This game contains many segments where characters speak to one another outside of cutscenes, giving greater depth to the story, so we put a great deal of effort into facial expressions, including eye contact and movement of the eyelids.

Q Which part of your work were you most particular about?

A The movements Cloud, his allies, and also enemies make to indicate they're aware of their target. More specifically, their eye contact and the direction they're facing, as well as how they move their bodies when aiming at opponents during combat. If characters' movements look realistic, then we can make the experience feel more narrative; when players sense an enemy is targeting them in battle, it creates a feeling of tension. I thought that making those sorts of minute things less immersion-breaking would improve the overall quality of the work, so we addressed them diligently.

Q Did you struggle at all with the simultaneous worldwide release?

A Except in cutscenes, characters' mouth and tongue movements were automatically generated based on what they were saying, but we had to fine-tune the process for foreign languages like German and French, which was quite difficult.

Q What sorts of challenges would you like to tackle in your next work?

A Motion designers are of course needed for creating eye-catching accentuating movements, but I'd like to provide programmatic support that makes it so the sorts of movement players see most often—standing, walking, running, speaking—look so natural they forget it's all taking place in a game.

! A Secret About the Game Only I Know

The way the summon Leviathan moves when it travels through the air is determined by a program—it isn't just a prefabricated animation being played back. This program was originally created to move the swings at Evergreen Park in the Sector 6 slums, but we retooled it for use with Leviathan.



Lead Technical Programmer

波能智人

Tomoniko Hara

Noteworthy Works

Kingdom Hearts HD II.8 Final Chapter Prologue Kingdom Hearts III

Q What sort of work were you in charge of?

A I provided guidance on reducing processing load, optimized memory usage, and expanded development tools that helped programmers work more efficiently.

Q Was there any technology newly introduced for this project?

A By leveraging AI technology, we were able to introduce a system that automated debugging that used to be performed manually by humans. This game wasn't the first time we experimented with such a system, but the one we brought on this time is different from previous iterations in that it's resilient to game spec changes and easy to operate. Although it took a while to get the system up and running reliably, it was able to perform checks more frequently than any human being could, and it helped us discover rare bugs that ordinarily would have gone undetected.

Q Which part did you struggle with the most?

A The slums and city tend to pose a higher processing burden because of all the residents we've positioned there. Out of these, the area in front of Seventh Heaven, where you have an unobstructed view of your surroundings, required us to work frantically till the very last minute in order to keep the processing load down. When Johnny gets dragged away by the Shinra soldiers, all the residents gather around, and that was particularly hard to deal with.

Q Are there any stand-out memories you have from the development process?

A One day before the game's showcase at E3 [one of the world's biggest gaming events, held in the United States], a bug was discovered, and several staff members were forced to stay up all night trying to identify its source. We were at a total loss as to what was causing it, but then, around dawn, we finally hit on a clue about how to fix it. I'll never forget what Hoshina [lead application programmer Daiki Hoshina] said at that time. "It's getting brighter outside, but we're starting to see the light as well."

! A Secret About the Game Only I Know

The frame rate for this game is 30 fps, with only the loading screen running at the maximum of roughly 300 tps. It turned out that increasing the frame rate reduced the loading time, so that's why we went with that approach.



Lead Battle Programmer

小山 智

Satoru Koyama

Noteworthy Works

Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy

Q It must have been difficult creating a system that allows players to freely switch between the characters they control during combat.

A The character switching itself wasn't that difficult; it was the operational aspects—things like how to move the camera when characters were changed—that proved challenging.

Q Were there any things that changed significantly after the start of development?

A The summons underwent quite a bit of alteration. In the beginning, we had it so they would use their special attacks right after they appeared, and you had to continue pressing buttons, gradually depleting the summoner's ATB gauge, to keep the summons moving. Also, Refocus [lit. "Vision"] was initially a special limit break with relevance to the story that would freeze time for everyone and everything but the user, who could continue to act freely. The Refocus materia's inclusion in Aerith's initial loadout is a remnant from that period of development.

Q Are there any stand-out memories you have from the development process?

A I remember how characters would play back their human animations even after being afflicted with the frog status, so they sort of looked like frog people. Also, in one scene outdoors where Reno is jumping, he would leap up way higher than was natural, and coupled with his velocity and the pose he was making, it looked like he was ascending to heaven.

I couldn't help but laugh at that. Of course, both of these bugs have since been fixed.

Q What sorts of challenges would you like to tackle in your next work?

A This time around, we had it so AI teammates could only perform the Attack command in order to allow players to switch between characters as they fight. However, next time, I'd like to create an AI that can juggle a variety of techniques and magic. My goal is to surpass *Final Fantasy XII*'s Gambit system. I'd also like to focus more energy into aspects that support player control, such as Classic Mode, where characters fight automatically. I think it's a shame when people can't play a game they're interested in just because they aren't skilled with action-oriented mechanics.

! A Secret About the Game Only I Know

Barret's Catastrophe limit break originally targeted the ground beneath the enemy, causing an explosion that dealt damage. The problem was that no explosion could be created in places without a ground surface, so we turned it into an attack that directly targets the enemy.



Graphics and VFX Director

高井 慎太郎

Shintaro Yaka

Noteworthy Works

Final Fantasy VII, Dirge of Cerberus: Final Fantasy VII, Final Fantasy VIII, Final Fantasy X, Final Fantasy X-2, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy, Secret of Mana, Trials of Mana

Q What sort of work were you in charge of?

A I determined and supervised our overall approach to graphics and the technical specifications of the work. I was also responsible for directing real-time visual effects as a whole.

Q It must have been difficult making each area feel distinct.

A There are multiple different mako reactors and slums that appear throughout the game, and if we created them with a generic template, they'd all give off the same impression. Therefore, we were careful to differentiate locations by giving them their own distinct images. Mako Reactor 1 had an "old, decrepit, and green" atmosphere, while Mako Reactor 5 was "new, sci-fi, and blue." Likewise, the Sector 5 slums had a "wetlands-like, Southeast Asian" feel, while the Sector 7 slums were "desert-like and Western genre."

Q Was there any effect you particularly liked?

A I'd say the effect when the Buster Sword lands a blow. As it was the effect players would likely see the most, we designed it while paying obsessive attention to details like presentation, silhouette, volume, and how the sparks fly. This effect actually serves as the foundation for many other effects used in the game.

Q Which parts did you decide to keep the same as the original game and which ones did you decide to change?

A There was no part of the game I personally thought needed to be changed in terms of visual presentation. That said, I did feel that we should prevent players of the original version from feeling like things were off.

Q Which part of your work were you most particular about?

A There were a lot of parts I obsessed over, but if I had to pick one, I guess I'd say the effects for the summons and Whispers. It was a difficult process because each required a unique presentation and we had to make so many, but I think the work we put in made an impact.

! A Secret About the Game Only I Know

We were aiming to produce a special feeling with the summons' presentation by using certain shaders [programs that deal with shading and color]. We ended up abandoning this pursuit for a number of reasons, but the lirt in the trailer shown at the Tokyo Game Show contained glimmers of the presentation we were going for.

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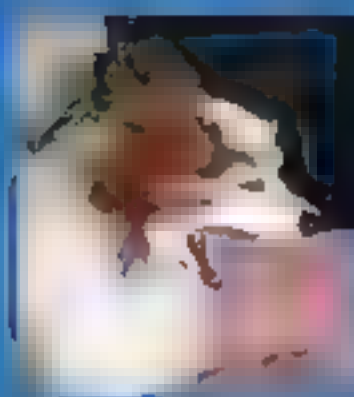
Limit Breaks

Summoning

→ Summon List

Battle Advice

Key Development Staff Q&A - Part 3



Lead VFX Artist

角田瑞紀

Mizuki Tsunoda

Noteworthy Works

Mobius Final Fantasy, Naruto Shippuden: Ultimate Ninja Storm 2, Naruto Shippuden: Ultimate Ninja Storm Generations, Naruto Shippuden: Ultimate Ninja Storm 3, .hack//Versus

Q What sort of work were you in charge of?

A I was primarily responsible for behind-the-scenes work, such as schedule management for the effects work, as well as creating effects for main characters and game systems.

Q Which part did you struggle with the most?

A Because we were aiming for photorealistic effects, I had a hard time figuring out how to depict the more abstract components the game system inevitably required. Conversely, when the dolphins were implemented into Tifa's Dolphin Flurry limit break, their models looked way more realistic than I was expecting, and it was difficult getting the effects to blend in convincingly.

Q Which aspects of the original game were you particularly mindful of?

A When I was creating the effects for Cloud's Cross Slash limit break, I took a look at Cross Slash as it appears in all the other games featuring Cloud, and I realized for the first time that the stroke order for 凶 [the kanji formed during the attack, meaning "ill omen" or "doom"] and the number of slashes used to make it differed. The kanji's stroke order is incorrect in the original version of the game, but I still made it match in this version.

Q Was there any effect you particularly liked?

A I guess it would be Aerith's Lustrous Shield weapon ability. Aerith's effects are based around an organic motif, and we were able to clearly incorporate images of things like flowers, plants, and butterflies, making them fun to create.

Q Are there any stand-out memories you have from the development process?

A The first time I watched the dance scene at the Honeybee Inn, the characters still hadn't been given facial expressions yet, and I laughed seeing Aerith sporting such a serious look after Cloud danced. By the way, according to Toriyama [codirector Motomu Toriyama], Cloud is able to perform the routine because dancing is a part of the SOLDIER exam [laughs].

! A Secret About the Game Only I Know

Almost all enemies will turn into green light and return to the Lifestream when defeated. However, the ghosts that appear in the Train Graveyard have been trapped by Eligor, and can't return to the Lifestream even when slain. For that reason, they have their own dedicated effects when they're defeated.



Lead VFX Artist

吉田光陽

Mitsuharu Yoshida

Noteworthy Works

Dinge of Cerberus: Final Fantasy VII, Final Fantasy XIII, Lightning Returns: Final Fantasy XIII, Final Fantasy XIV, Final Fantasy Brave Exvius, Kingdom Hearts III, Dragon Quest XI

Q It must have been difficult getting photorealistic effects and game-like effects to play well together on the same screen.

A It's an ever-present concern. For example, even if you're dealing with a single flame, you have to decide how to represent that flame on the spectrum of real to magical. That said, this game approaches things from a photorealistic worldview, and because the way light would be handled was deliberately laid out, I think we were able to present effects side-by-side quite smoothly. From there, it was fun to flesh out each effect with fantastical elements.

Q Was there any technology newly introduced for this project?

A You see lots of it these days with all the technological development going on. For this project, we introduced a production flow where physics simulations are performed with a dedicated tool, the output of which is implemented in-game as real time effects. It's put to active use during various scenes in the game.

Q Are there any stand-out memories you have from the development process?

A The cocktail Tifa mixes at Seventh Heaven in Chapter 3 uses a physics simulation to generate realistic liquid movement. Initially, when Tifa stylishly slid the glass over to Cloud, the contents would splash out all over the place,

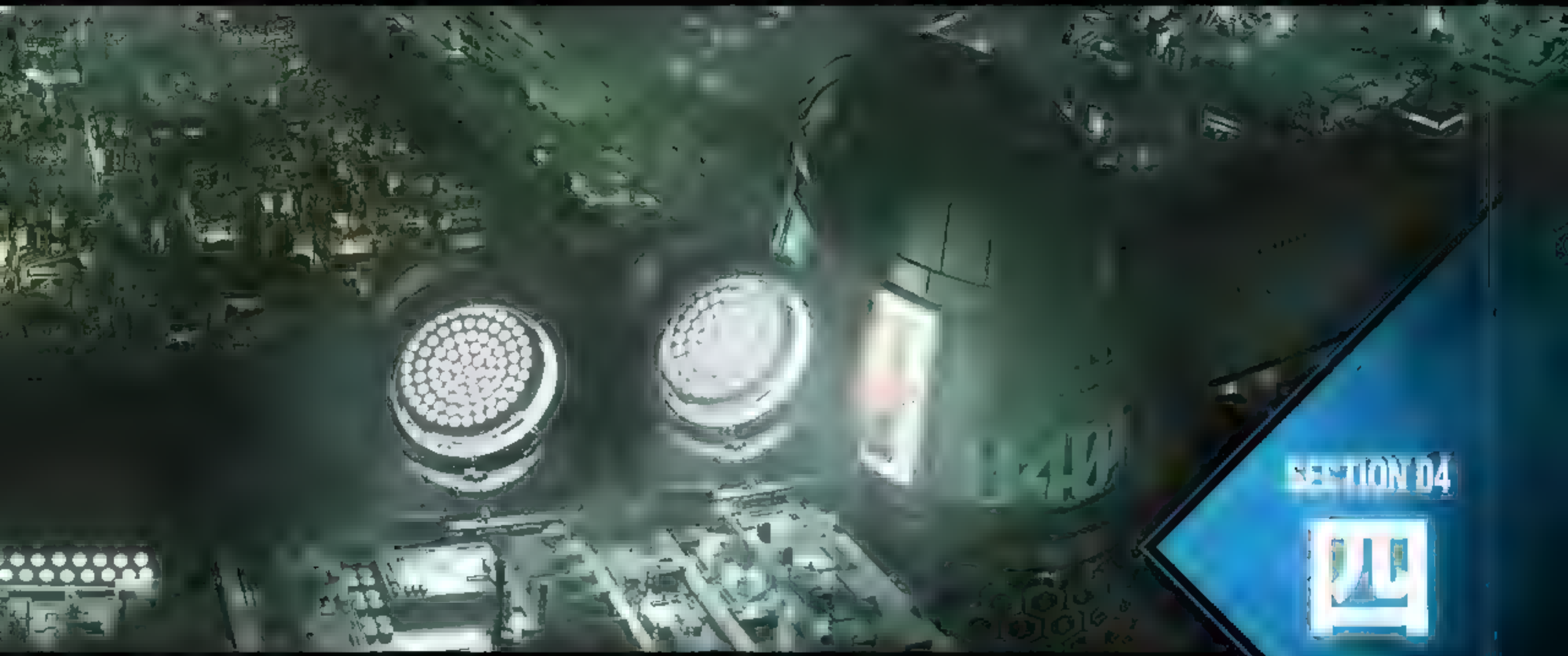
which of course had everyone on staff slapping their knees [laughs].

Q What sorts of challenges would you like to tackle in your next work?

A As hardware continues to evolve, the technological ways in which effects can be expressed expands remarkably. In-game effects [i.e., effects that occur while exploring the field or taking part in combat] directly impact how players feel as they experience the game, so I'd like to keep aiming to make effects that improve the fundamental sensation of the game.

! A Secret About the Game Only I Know

There are these mysterious magical entities that appear in swarms during the latter half of the game. The image of this mass of monsters wriggling through the air was inspired by the way schools of fish move—which is why the development staff internally took to calling these swarms of mysterious entities "sardines" [laughs].



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FINAL FANTASY THE REMAKE ULTIMANIA



CHAPTER

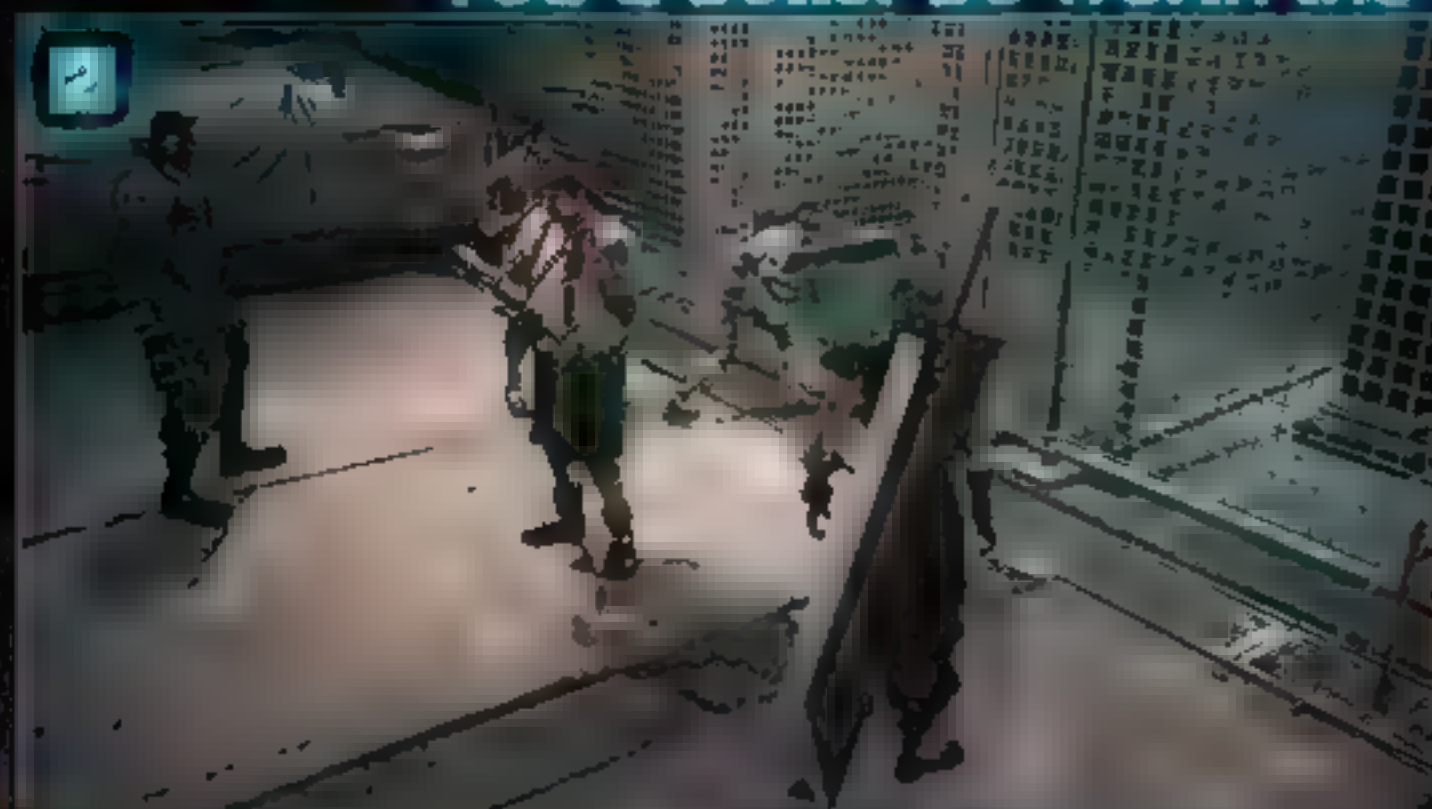
1

The Destruction of Mako Reactor 1

MAIN STORY DIGEST



"You'd better be worth the money, merc. Every last gil."



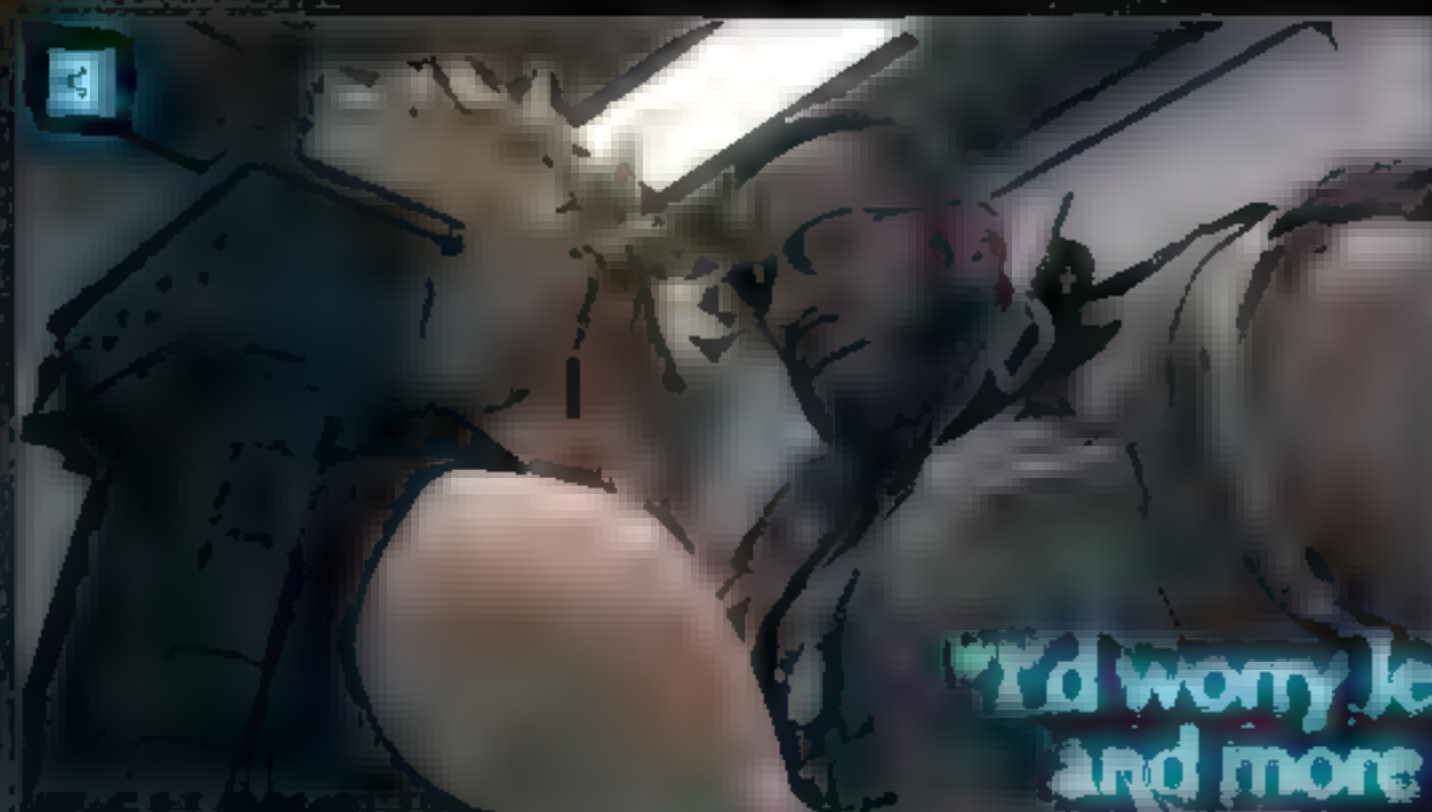
1 Enter the Reactor Grounds

Midgar, the largest city in the world, is a massive metropolis ruled over by the Shinra Electric Power Company. On the night the game starts, an armed anti-Shinra organization known as Avalanche launches an operation to blow up Mako Reactor 1. A new hire has joined their ranks: the young ex-SOLDIER Cloud.

2 Infiltrate the Reactor

3 Breach Security

With Cloud's help, the members of Avalanche succeed in infiltrating the mako reactor, but Barret, the group's leader, has little trust for the ex-Shinra employee they've hired. Things grow more and more tense between the two as Cloud turns a deaf ear to Barret's impassioned speech about the peril mako reactors pose to the planet.

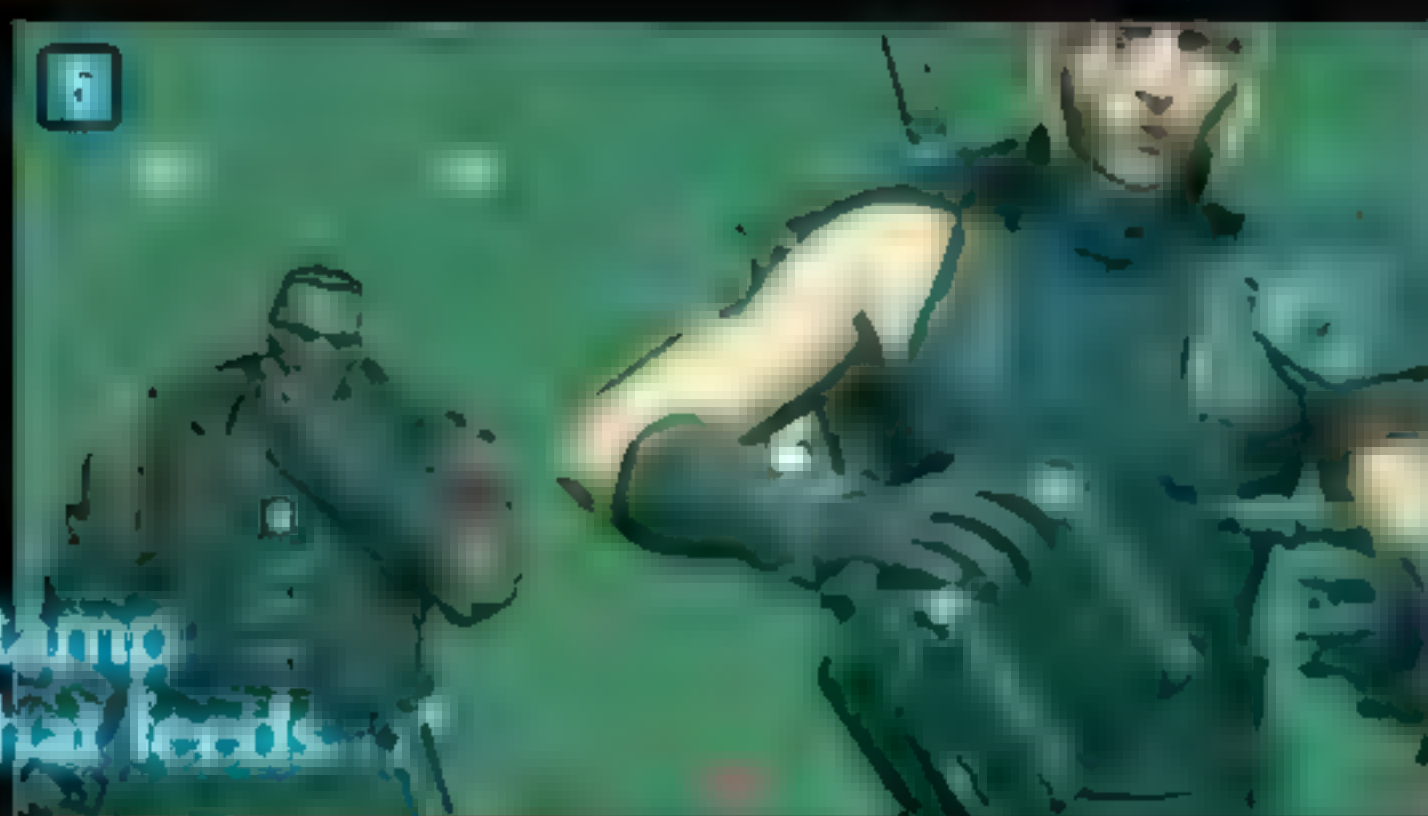
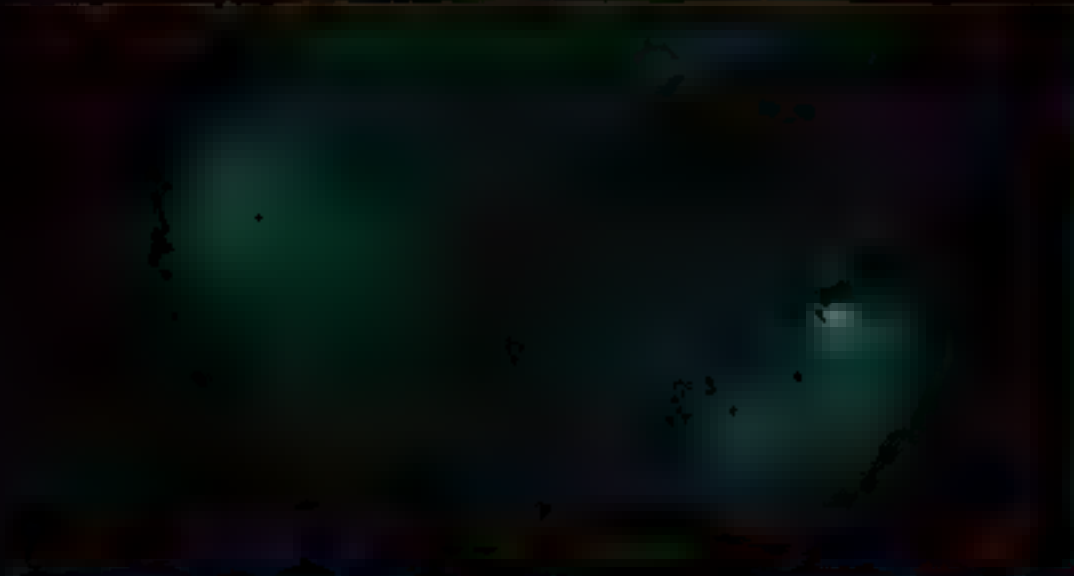


"I'd worry less about the planet and more about the next five seconds."

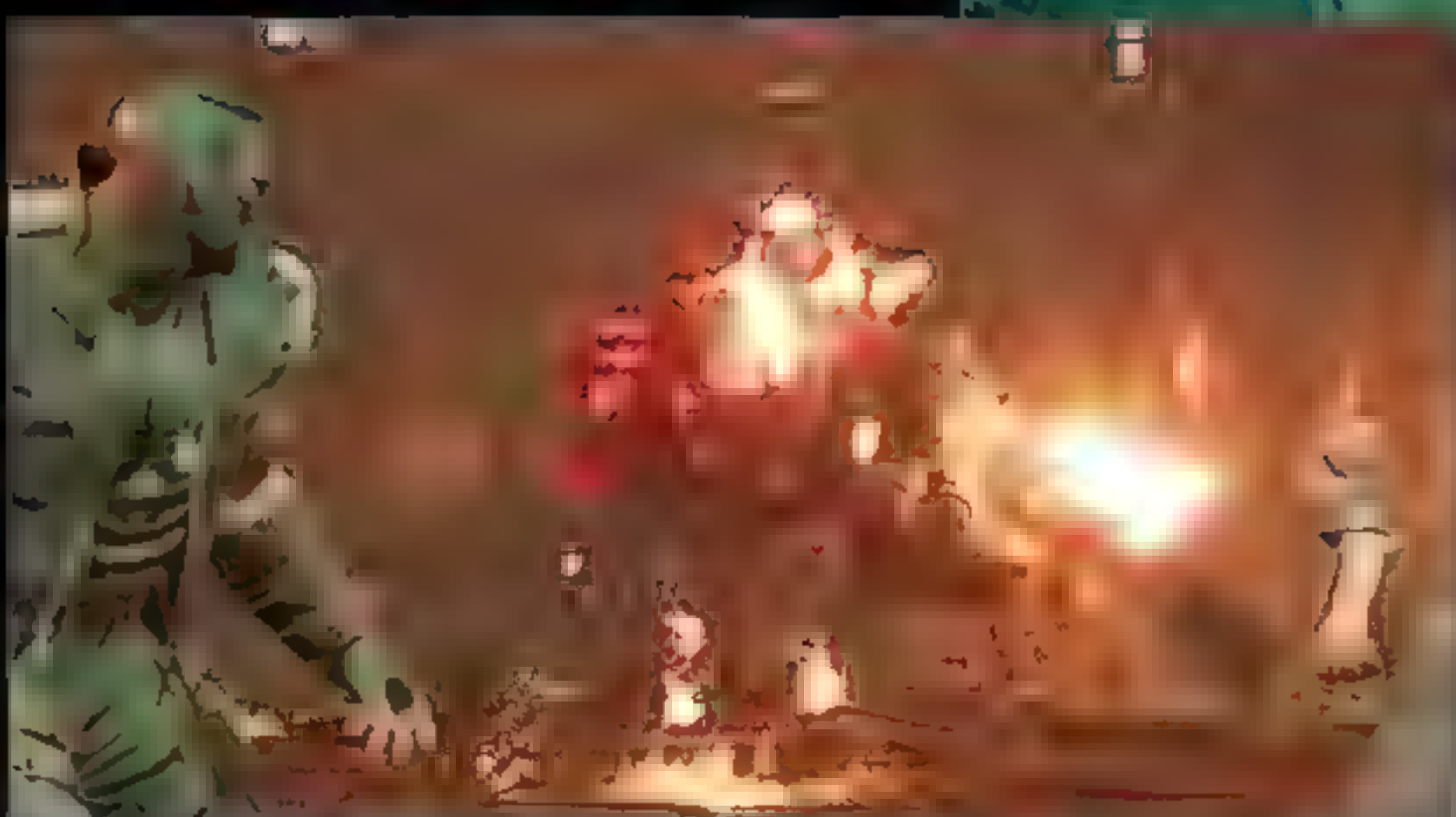


4 Reach Mako Storage

The reactor's interior is heavily guarded by a system of lasers and anti-intruder weaponry. Led by Jessie, Cloud and Barret break through the facility's security network.

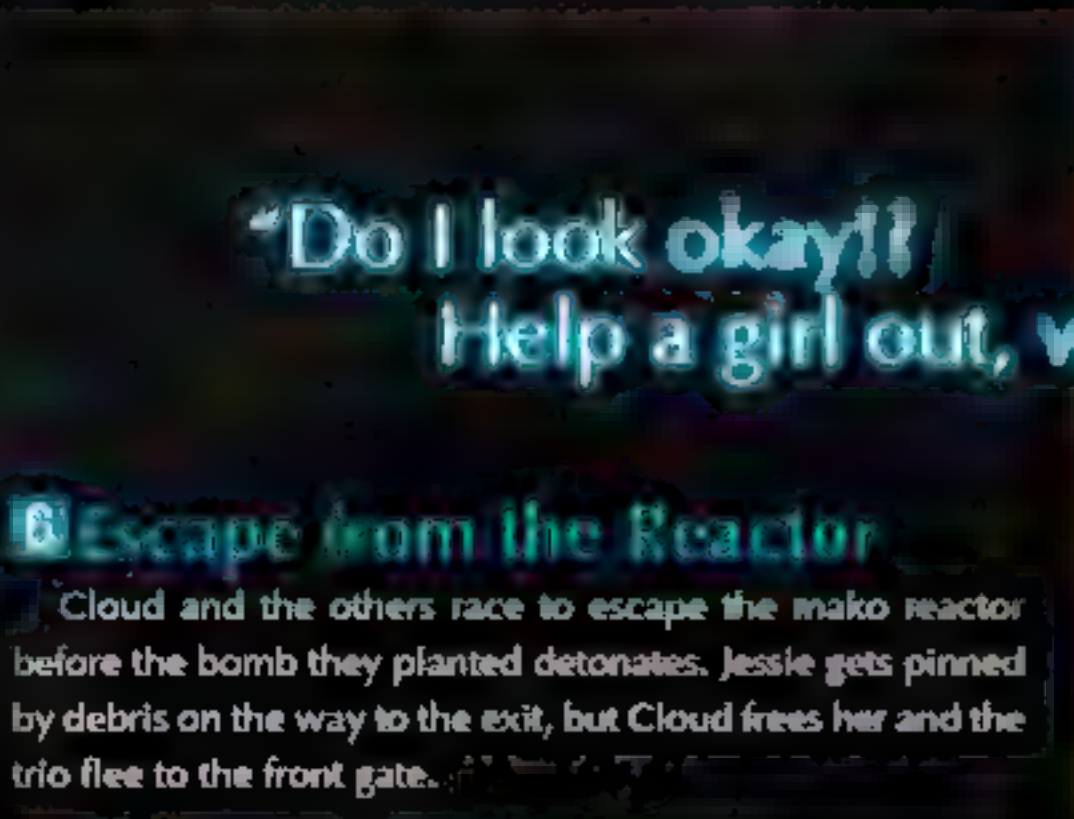


"All right. Let's see if little Stamp really can bite the hand that feeds."



5 Set the Charge

Upon reaching the reactor's core, Cloud suffers a sudden headache, but manages to plant the bomb Barret hands him. However, just as they're about to initiate the countdown, a giant security mech known as the Scorpion Sentinel appears before them. Cloud and Barret defeat their foe, and the Scorpion Sentinel triggers the bomb's countdown as it lashes out wildly in its death throes.



"Do I look okay? Help a girl out, would ya?"

6 Escape from the Reactor

Cloud and the others race to escape the mako reactor before the bomb they planted detonates. Jessie gets pinned by debris on the way to the exit, but Cloud frees her and the trio flee to the front gate.



7 Sprint to Safety

Mako Reactor 1 collapses in a giant, fiery explosion. The members of Avalanche narrowly manage to escape the inferno through a getaway route Wedge secured.

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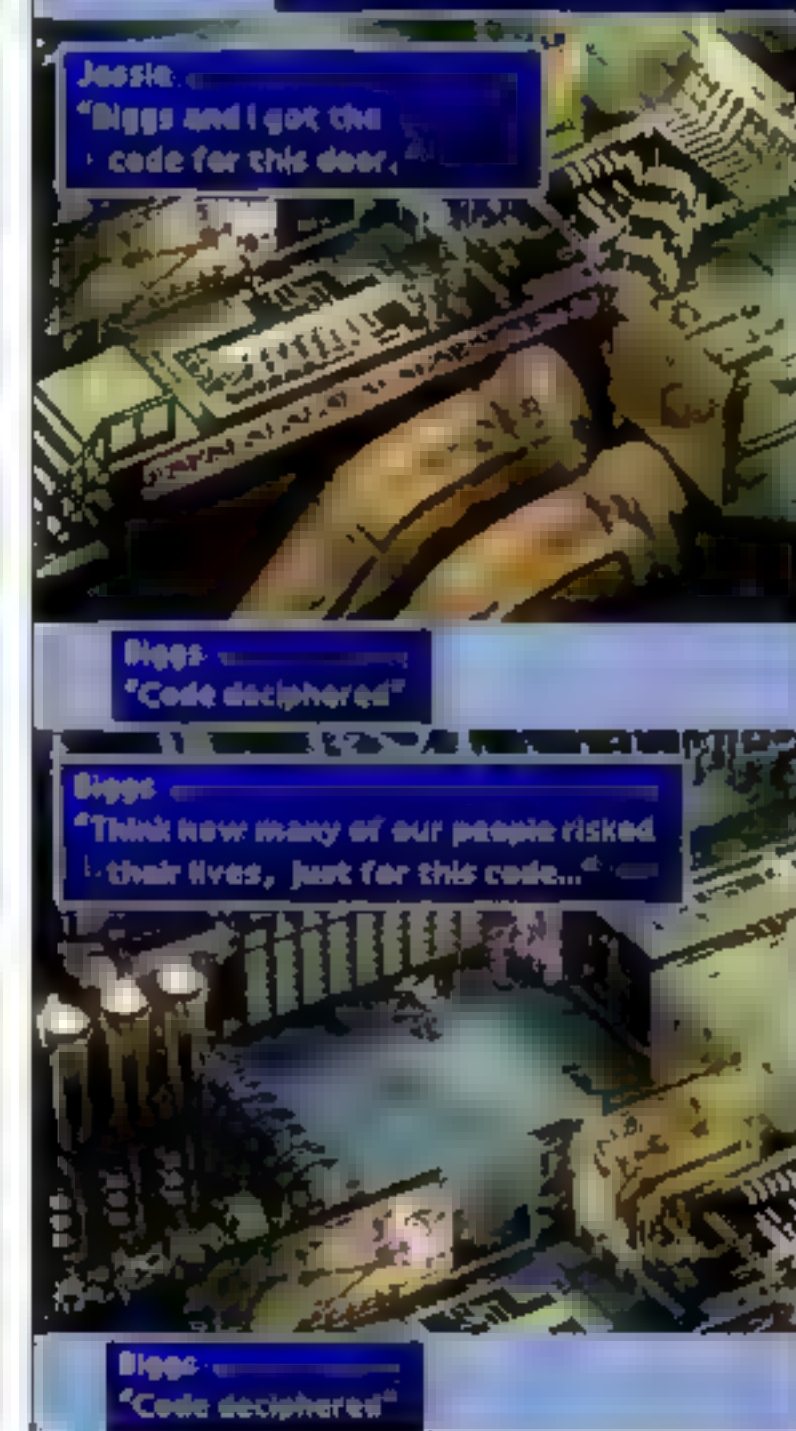
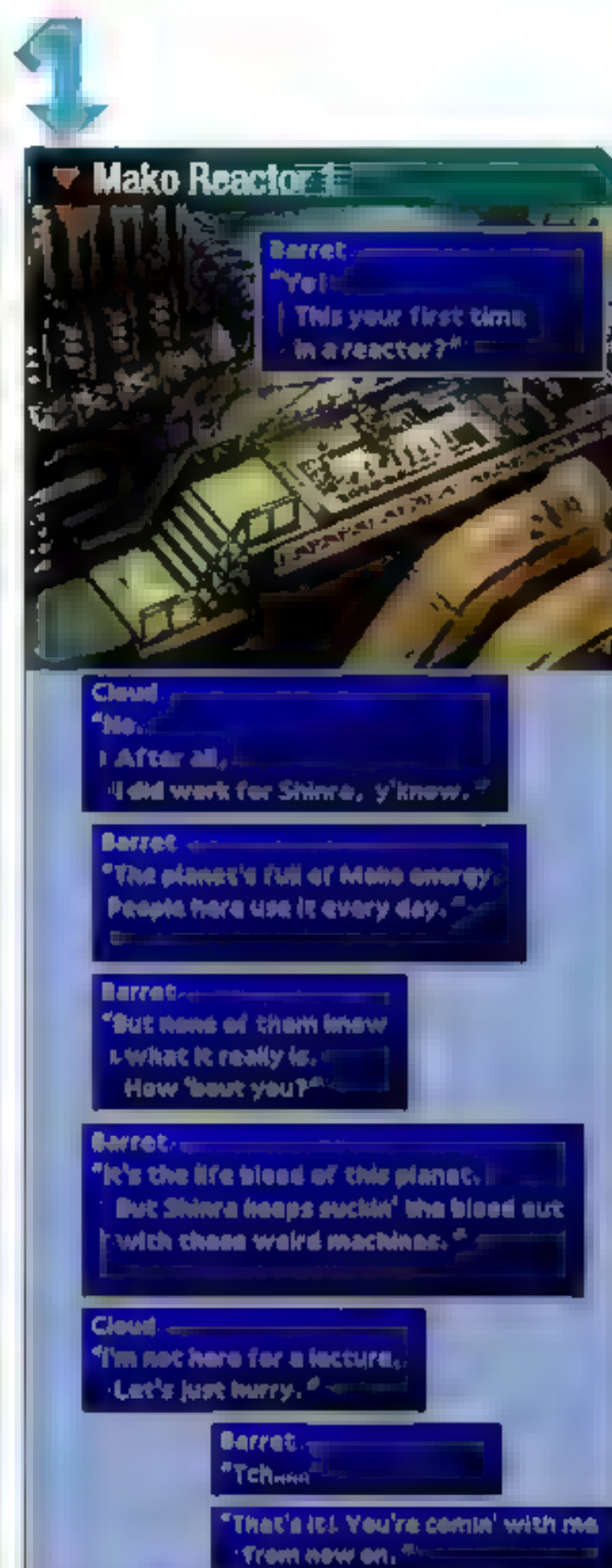
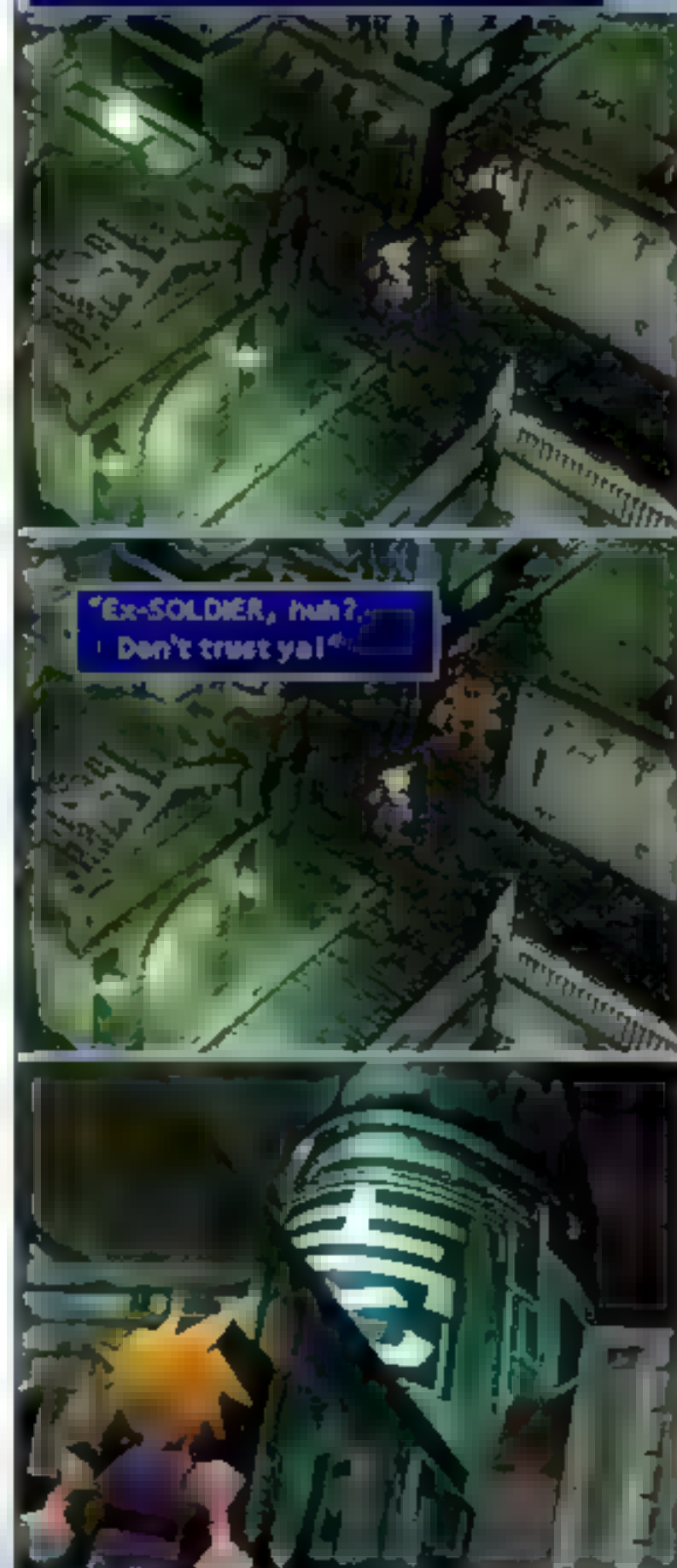
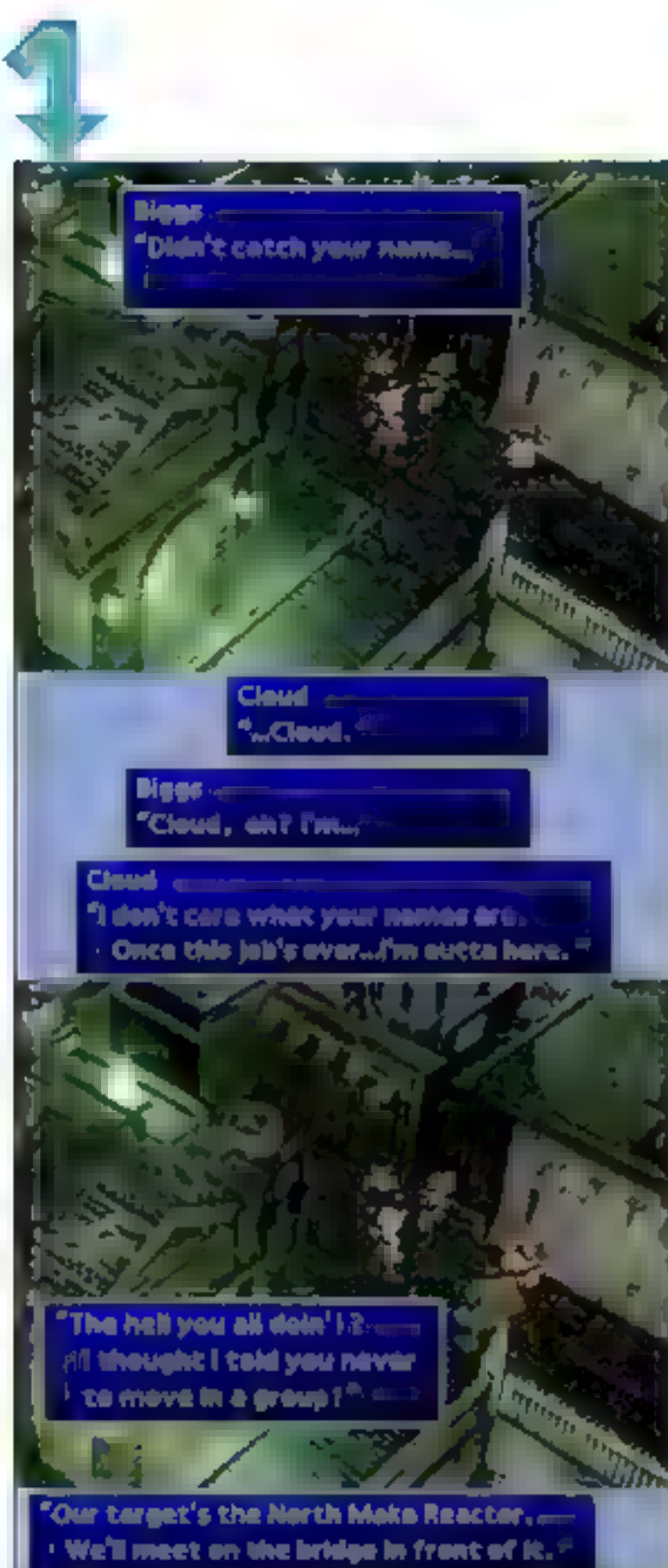
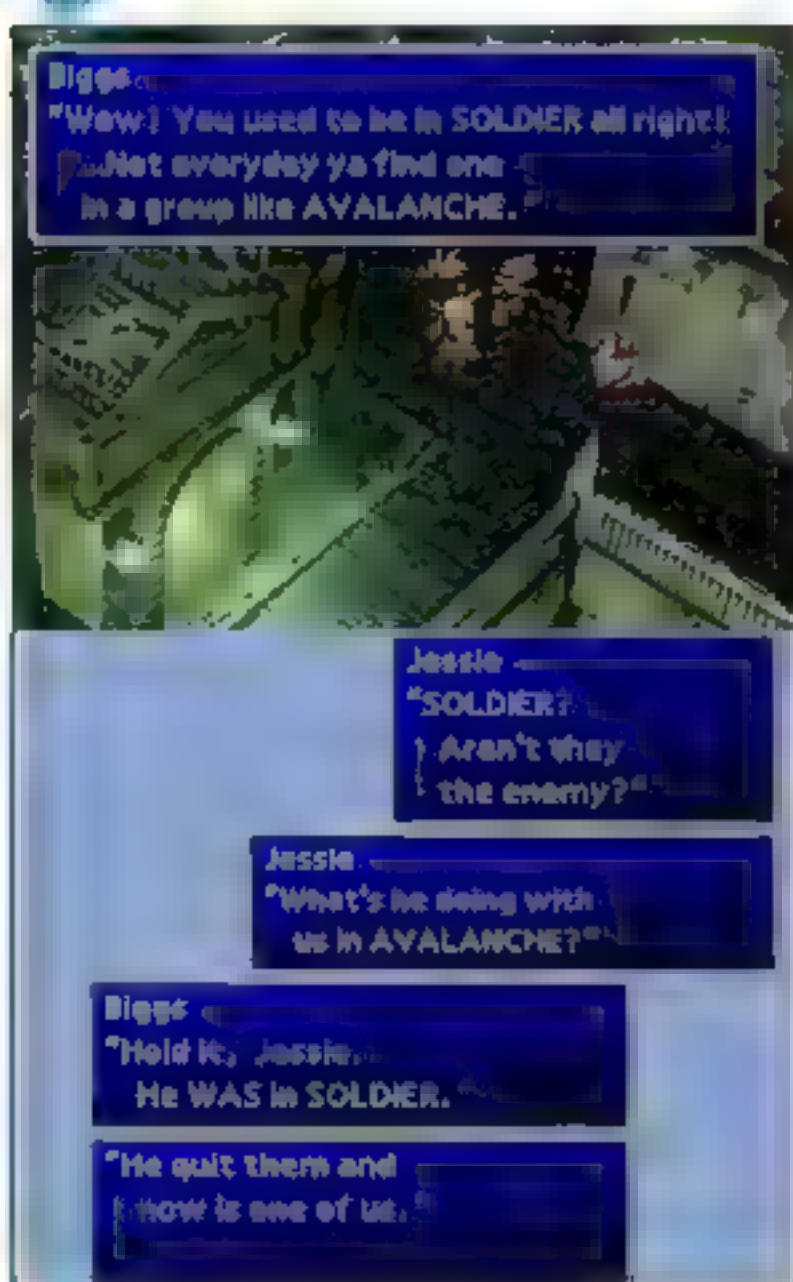
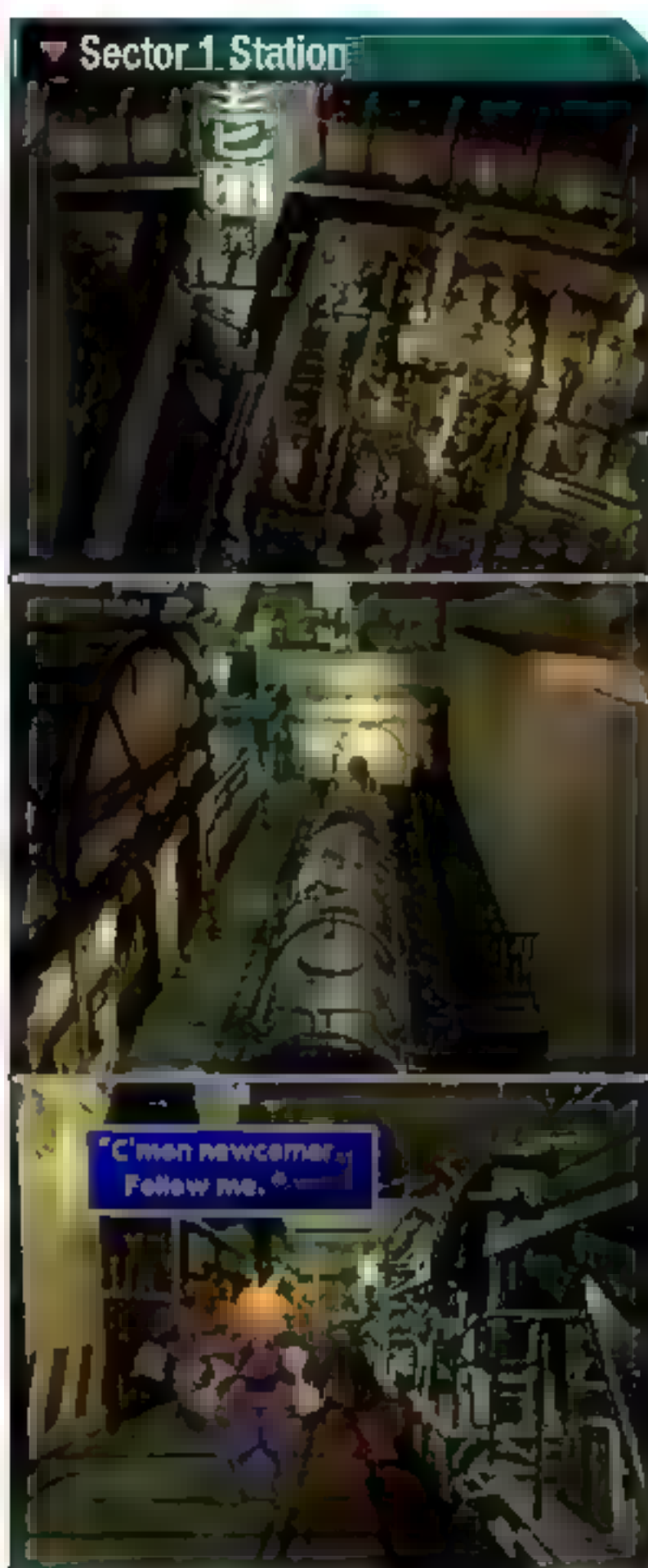
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1

Sector 1 Station—
Mako Reactor 1

In this section, we take a look back at how the original *Final Fantasy VII*'s story played out using screenshots from the game. No doubt many players were elated by the cinematic opening sequence where the camera zooms in from a panoramic shot of Midgar to the train Cloud is riding on

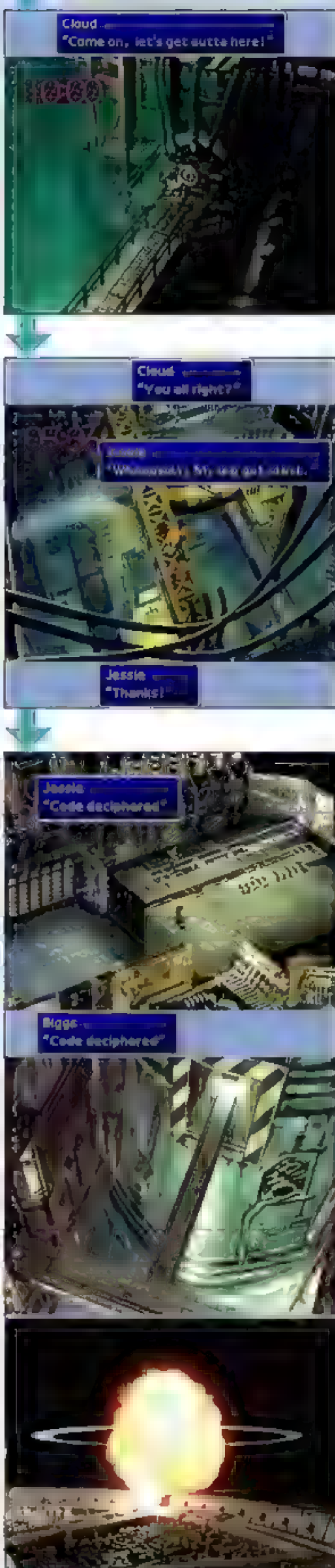
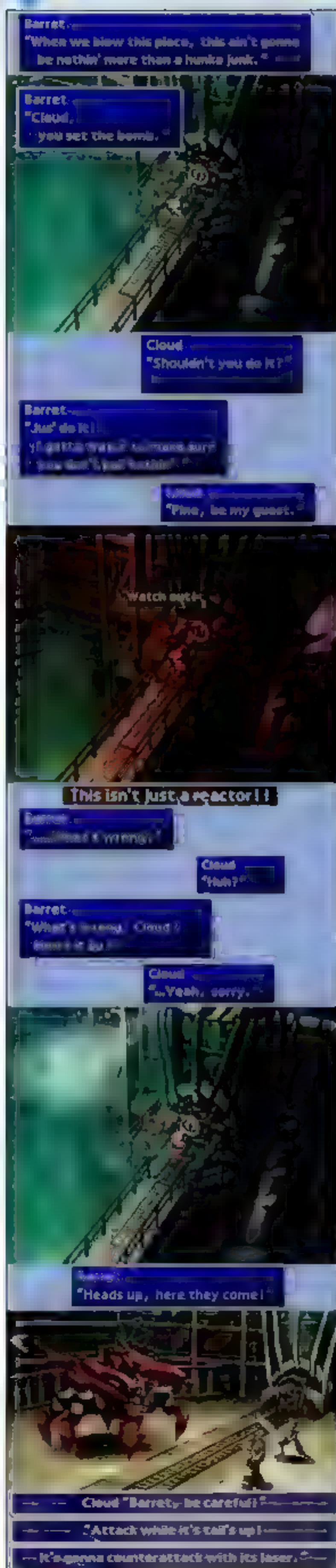


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< Continued in Part 2 (see p. 200) >

CHAPTER

2

Fateful Encounters

MAIN STORY DIGEST



1 Use the Escape Route

2 Reach the Sector 8 Station

Having escaped the destruction of Mako Reactor 1, the members of Avalanche arrive in Sector 8 via a passageway through the plate's partition. Witnessing the havoc they've wreaked on the city, which far exceeds anything they imagined, the group splits up and heads for the Sector 8 station to catch the last train out.

3 Follow Him

An overpass collapses just as Cloud nears the Sector 8 station, cutting off his means of approach. As he gazes into the flames, a terrible memory from his past comes rushing back. He reels in confusion, only to be confronted by Sephiroth, a man with whom he shares a fateful connection. Is this merely a hallucination caused by Cloud's exposure to mako, or is it something else?

"You're not real... You're... dead!"

"I killed you with my own—"



4 Taking a Detour

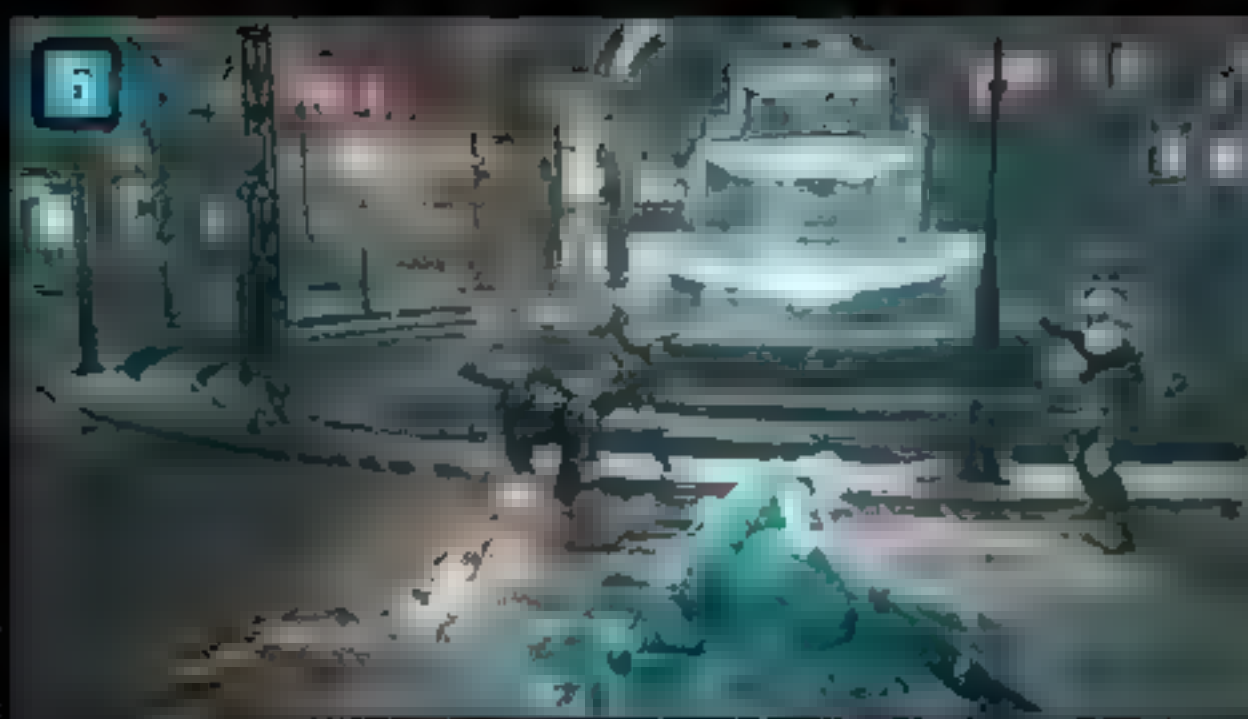
On his roundabout path to the station, Cloud encounters a woman selling flowers. Despite never having met before, the woman acts assertively friendly, and Cloud struggles to hide his confusion. All of the sudden, countless robed, mist-like figures appear and attack the two. The flower vendor flees the swarm of monsters and takes her leave.

"Flowers used to give these when they were reunited."

5 Evade Pursuers

6 Flight Through the City

The streets around the station are tightly guarded by public security forces. Wending his way from a fountain plaza to residential roads, Cloud searches for a route to board the night's last train, all the while fending off an endless stream of soldiers.



7 Break the Blockade

Cloud struggles to fight his way through the web of public security forces, but finds himself surrounded at last in the city's residential district. Just then, the last train of the night speeds by, and Cloud escapes by leaping onto its roof.

8 Last Train

Cloud joins back up with the four members of Avalanche aboard the red-eye train bound for the Sector 7 slums. In order to shake off any pursuers, they proceed to a passenger car and disperse into the crowd. Commuters on the train express indignation over the bombing of Mako Reactor 1, leaving the group to reflect on their actions as the train takes them back home to the Sector 7 slums.

"Like this train, I suppose...
There's only one way it can go."



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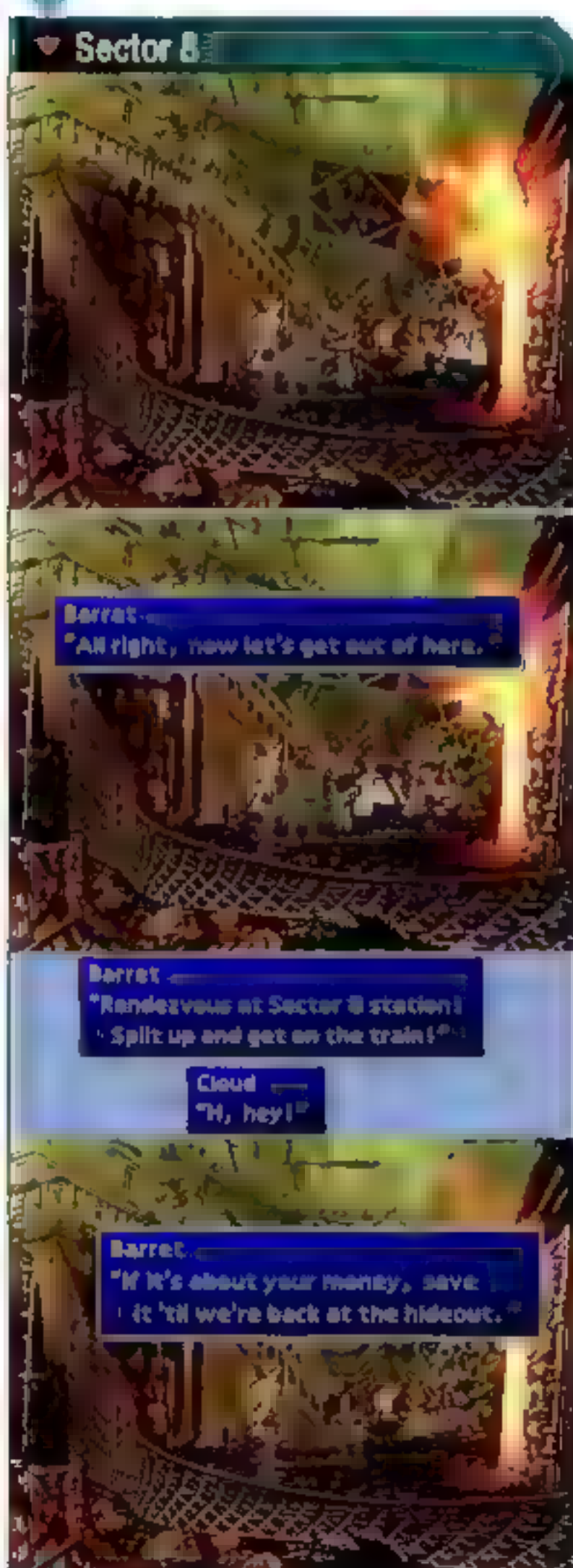
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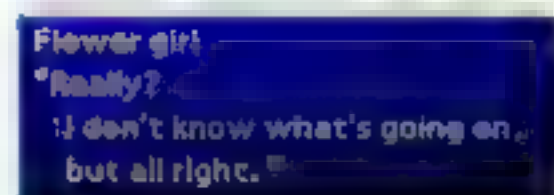
Sector 8: Partition Tunnel—
Last Train out of Midgar

Perhaps the most important event that takes place in Sector 8 is Cloud's encounter with Aerith. In the original version, depending on the dialogue you select, you can walk away without buying a flower from Aerith. Also, another famous character makes his debut on the red-eye train at the end of this segment—a man of monumental importance, the key to everything that comes after. That's right: the Shinra Middle Manager

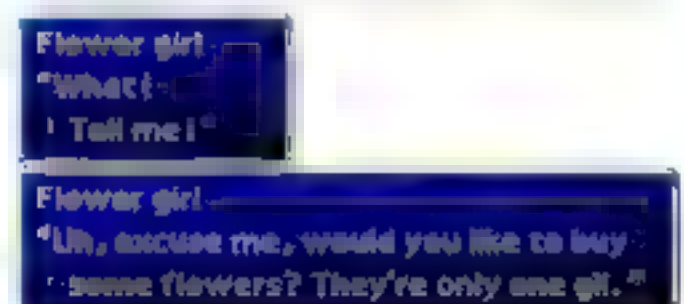
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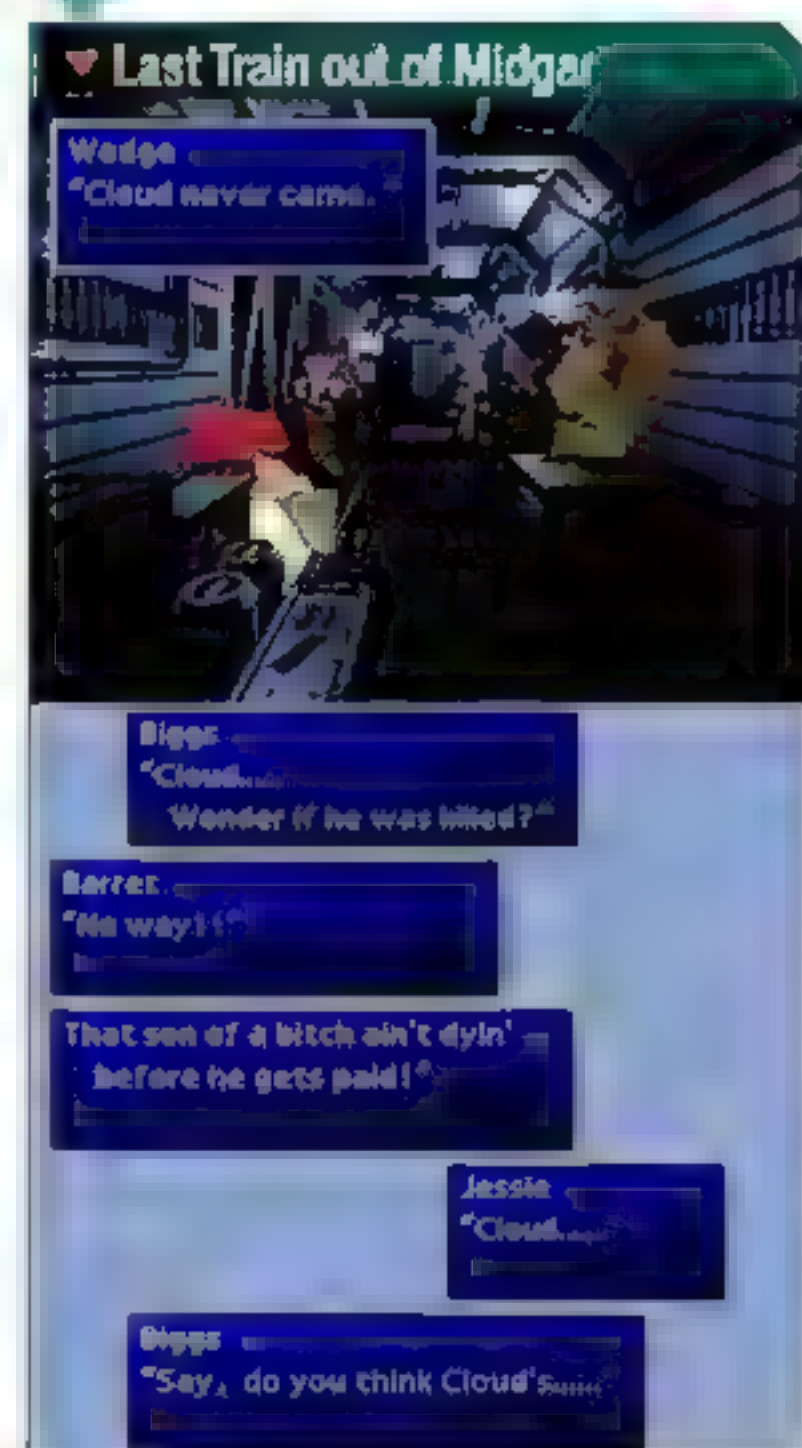
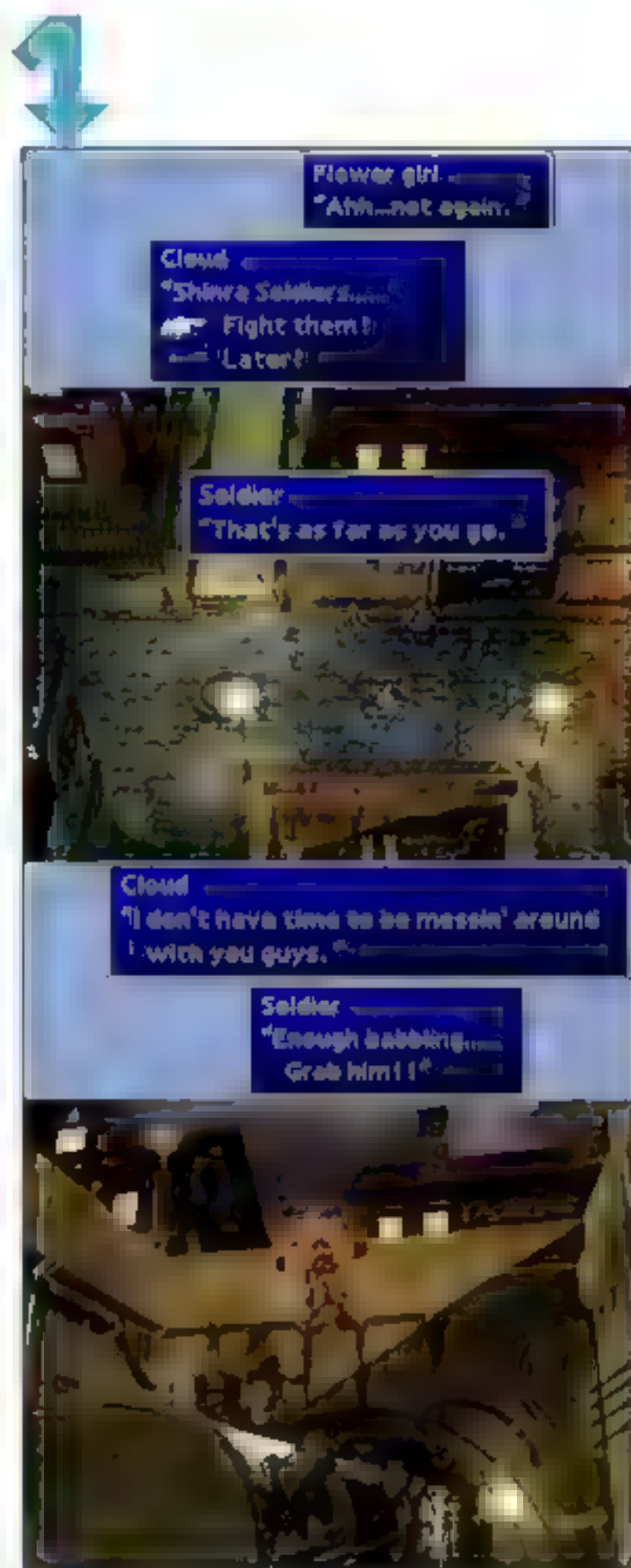
If you choose "You'd better get out of here," the following response is given.



If you choose "Never mind," the following response is given.



If you choose "Forget it," the following response is given.



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"Going to fight to the end
for AVALANCHE!?"

Barret
"The hell would I know!?
Do I look like a mind reader?"

"Hmph! ...
If y'all weren't such screw-ups..."

"We wouldn't have had to
hire a guy like him."

Biggs
"Cloud!?"

Jessie
"Cloud..."

Wedge
"Cloud!?"

Cloud
"Looks like I'm
a little late."

Barret
"You damn right,
you're late!!"

"Come waitin' in here
makin' a big scene!"

Cloud
"It's no big deal...
Just what I always do."

Barret
"Shit!"

"Havin' everyone worried like that
you don't give a damn 'bout
no one but yourself!"

Cloud
"Hmm...
You were worried about me!"

Barret
"What?!"

"I'm takin' it outta
your money, hot stuff!"

Barret
"Wake up!"

"We're movin' out!
Follow me!"

Last train out of Sector 8 Station.
Last stop is Sector 7, Train Graveyard.
Expected time of arrival is 12:23AM,
Midgar Standard Time...

"This is why I hate the last train.
Hoo-boy..."

Jessie
"Hey, Cloud...
You want to look at this with me?"

"It's a map of the Midgar Rail System.
Let's look at it together.
'I'll explain it to you."

Jessie
"This is a complete model
of the city of Midgar."

"It's about a 1/10000 scale."

"The top plate is about 50
meters above ground."

"A main support structure holds the plate up in
the center, and there are other support
structures built in each section."

"psst...whisper...whisper...
The No. 1 Reactor we blew up
was in the northern section."

"Then there's No. 2, No. 3 all the way up
to the No. 8 Reactor. The 8 Reactors
provide Midgar with electricity."

"Each town used to have a name, but
no one in Midgar remembers them."

"Instead of names, we refer to them
by numbered sectors."
"That's the kind of place this is."

Jessie
"Phew... this is next!
Look."

Jessie
"This is the route this train is on."

"The route spirals around the main
support structure. We should be
coming around the center, now."

"At each checkpoint,
an ID sensor device is set up."

"It can check the identities and background on
each and every passenger on the train by
linking it up to the central data bank
at Shinra headquarters."

"whisper...whisper...
'If anyone could tell that we look
suspicious, so we've using fake IDs.'"

Jessie
"Speak of the devil..."

"That light means that
we're in the ID Security
Check area."

"anyhow, we're almost
back now. That's a relief."

Barret
"Look...you can see the surface now.
This city don't have no day or night."

"If that plate weren't there,
we could see the sky."

Cloud
"A floating city...
Pretty unsettling scenery."

Barret
"Huh?" "Never expect to hear that
outta someone like you."

"...you jes' full of surprises."

Barret
"The upper world...
a city on a plate..."

"It's 'cuz of that 8-4-5-6 'pizza'
that people underneath
are sufferin'!"

Barret
"And the city below
is full of polluted air."

Barret
"On topa that, the Reactors keep
drainin' up all the energy."

"The land below's all barren 'cuz of
it, so we don't even have a way
to make the air clean."

Cloud
"Then why doesn't everyone
move onto the Plate?"

Barret
"Dunno.
Probably 'cuz they ain't got
no money. Or, maybe..."

"'Cuz they love their land,
no matter how polluted it gets."

Cloud
"I know... no one lives in the slums
because they want to."

"It's like this train.
It can't run anywhere except
where its rails take it."

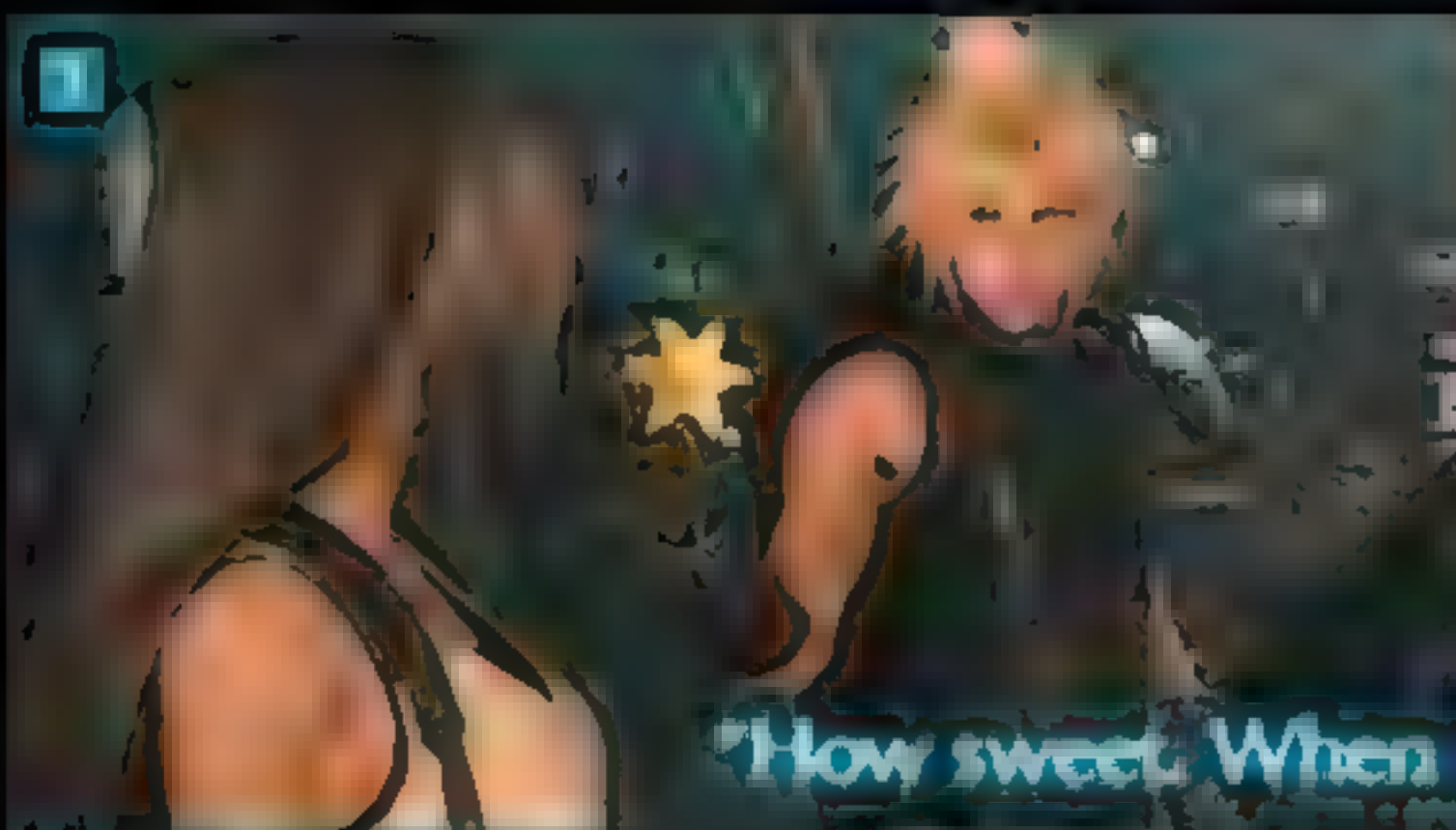
< Continued in Part 3 (see p. 211) >

CHAPTER

3

Home Sweet Slum

MAIN STORY DIGEST



1 Return to Base

Returning to the Sector 7 slums, Cloud heads for Seventh Heaven, the bar where Avalanche makes its hideout. He's hoping to collect compensation from his childhood friend Tifa, but Avalanche's exorbitant expenses preparing for the latest mission have left them unable to pay him the amount promised. Cloud agrees to collect his remaining wages the next day, and Tifa leads him to the Stargazer Heights apartment complex, where he goes to sleep for the night.

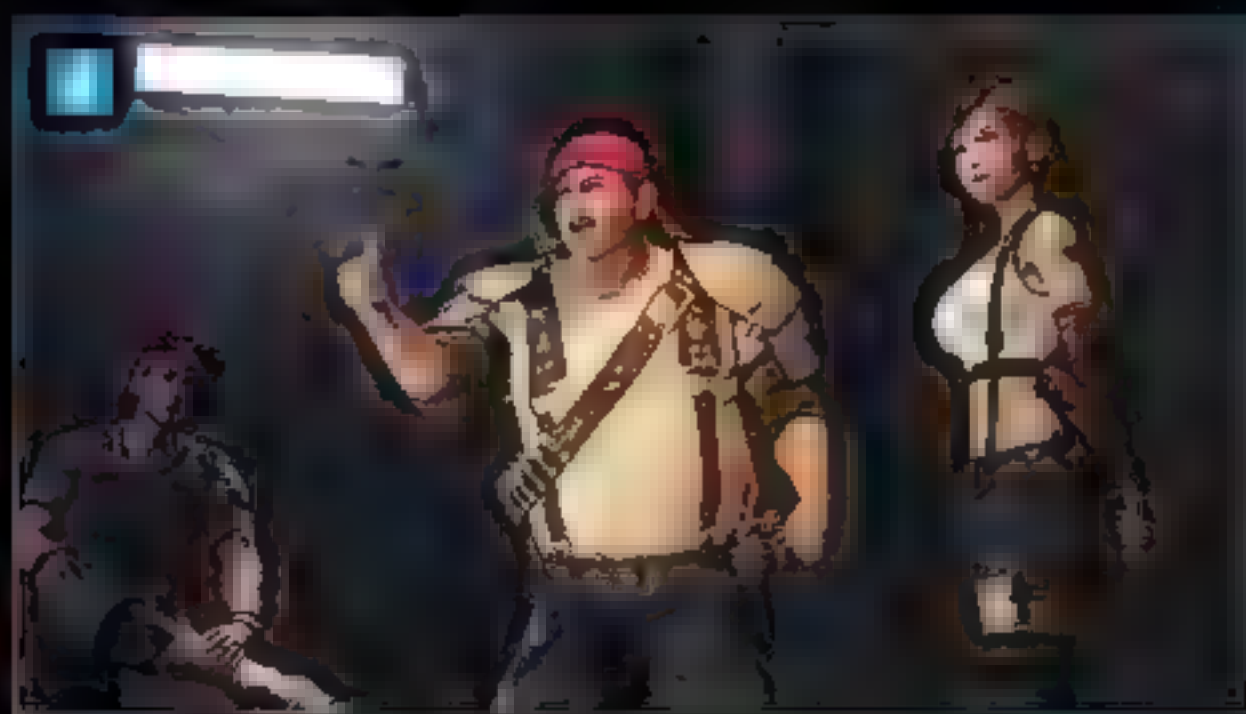
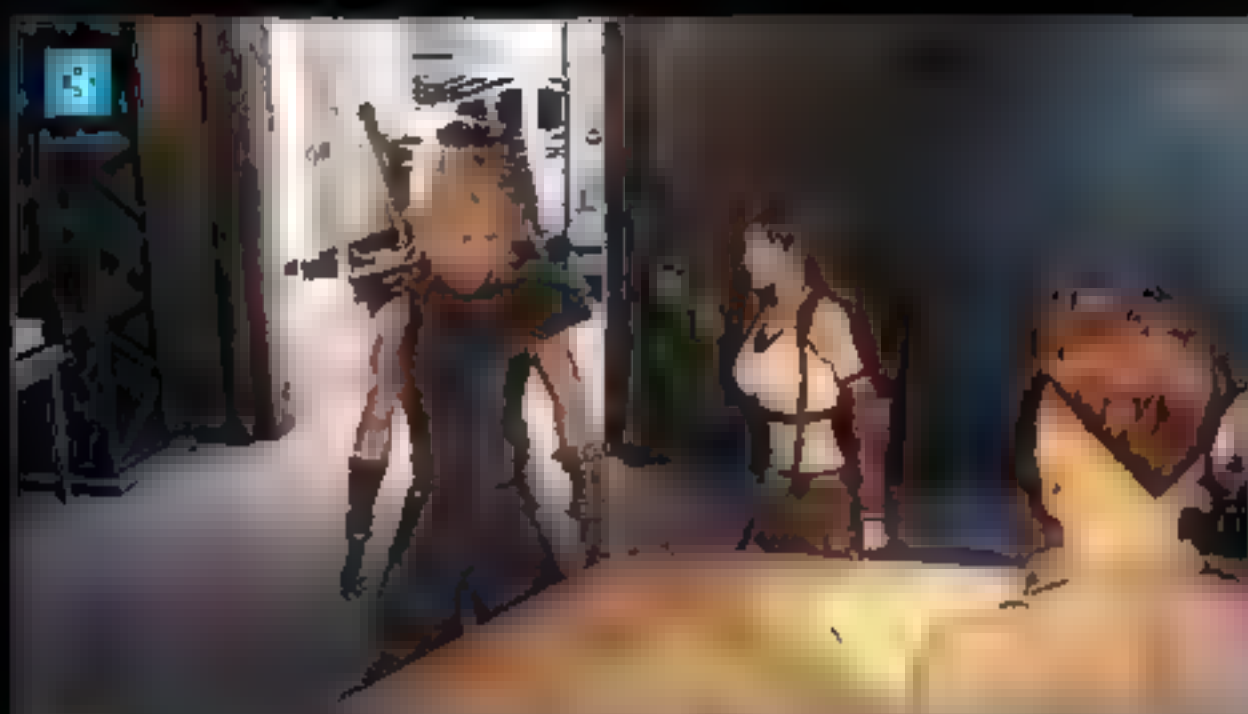
"How sweet. When did you get so thoughtful?"



2 Noisy Neighbors

Woken by noises, Cloud visits the room next door to investigate the cause. There, he's again confronted by Sephiroth. Thoroughly shaken, Cloud attempts to strike out with his sword, but what moments ago looked like Sephiroth turns out to be his sickly neighbor. The man is wearing a tattered black cloak and mumbling incoherently. On his left shoulder is a tattoo of the number 49...





3 Life in the Slums

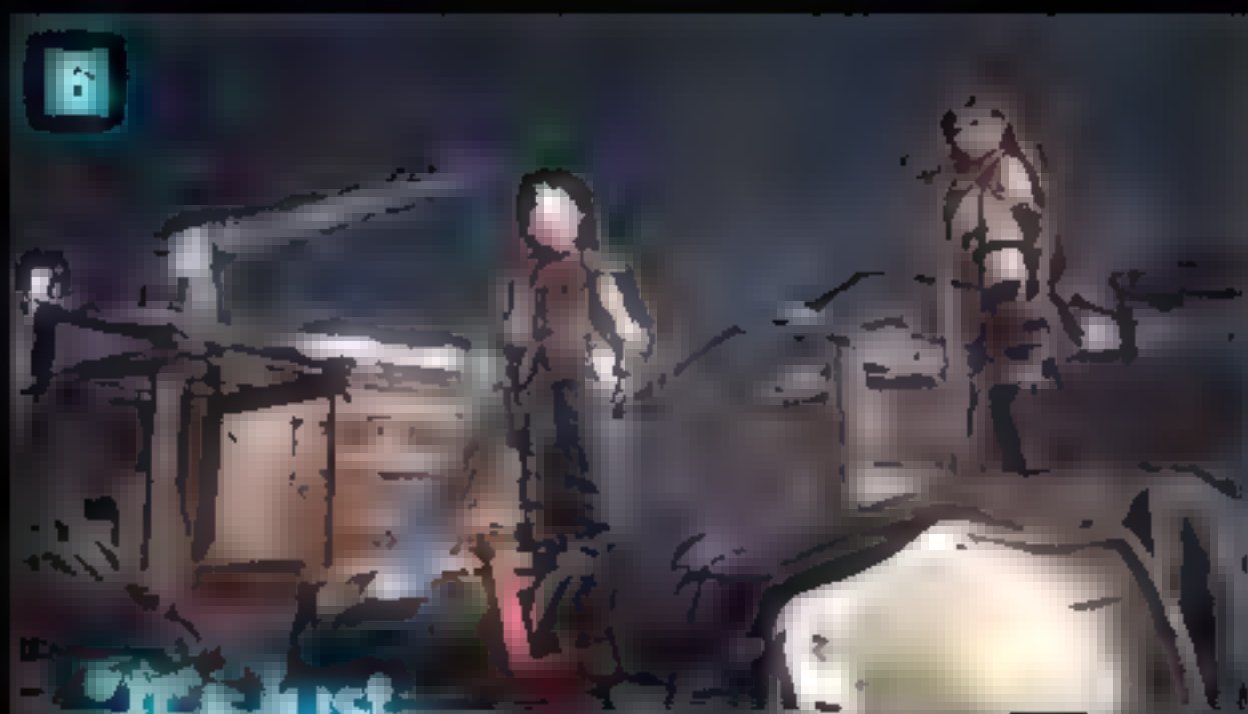
4 A Job for the Neighborhood Watch

5 Problem Solving

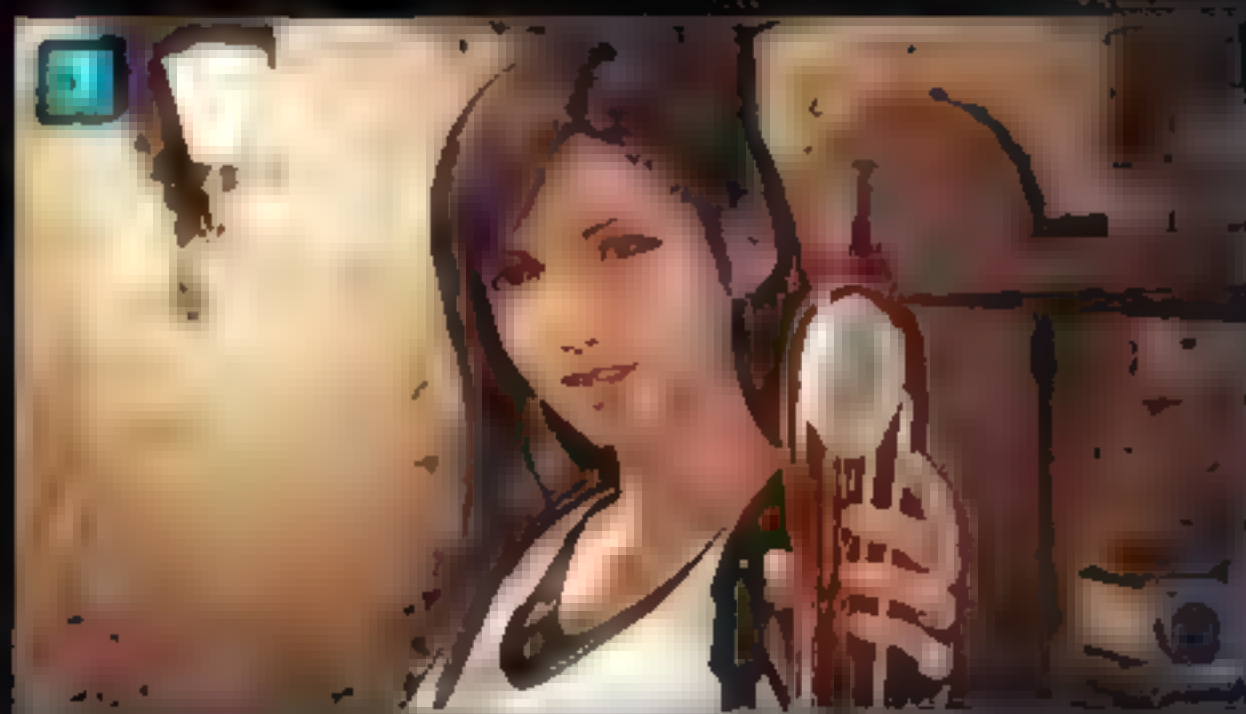
In order to receive the rest of what he's owed, Cloud accompanies Tifa as she goes about collecting payment. Afterward, with Tifa supporting him, he continues working as a "mercenary" and completes a number of odd jobs, building up his reputation in the slums.

6 Shinra Reacts

Drawn to the crowd gathering in front of Seventh Heaven, Cloud and Tifa witness Johnny being carried away on suspicion of stealing blasting agent from a Shinra warehouse. Fearing he might let slip information about Avalanche, the pair intervene. But when Tifa sees Cloud raising his sword to silence Johnny, she senses her friend is different from who he once was.



"It's just...
you've really changed."



7 Talking Strategy

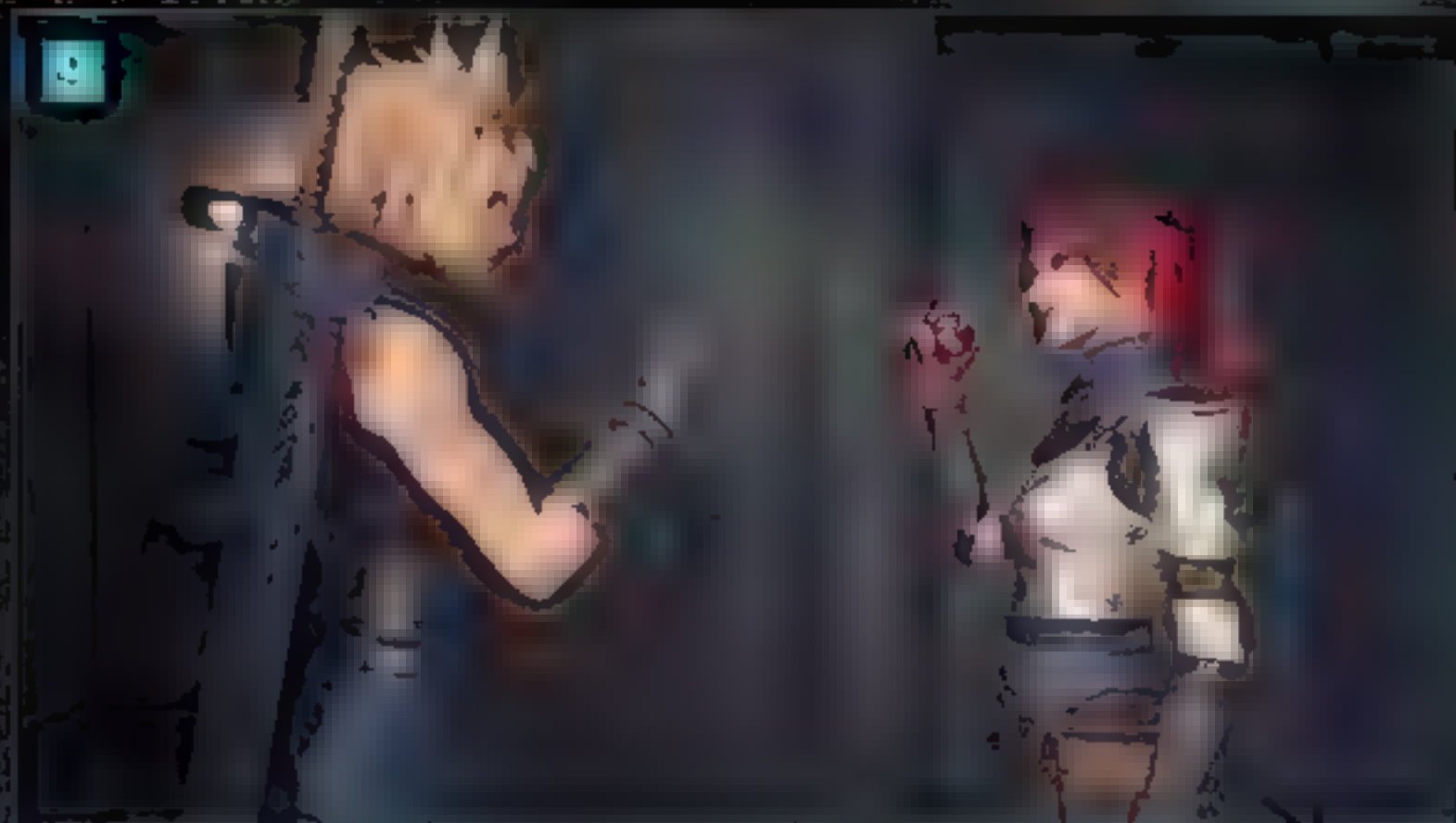
Looking to recover his outstanding wages from Barret, Cloud returns to Seventh Heaven. However, no sooner does Barret show up than he convenes a strategy meeting for the next mission. Still without the remainder of his reward, Cloud sips on a cocktail Tifa made him while killing time around the bar.



8 Ominous Shadows

9 The Jessie Job

The strategy meeting concludes and it's decided that Cloud won't be taking part in Avalanche's next mission. After receiving the rest of the money he was promised, Cloud exits the bar and spots a group of four suspicious men sniffing about for signs of Barret. Reflecting that it's no longer any of his business, he doles out a beating and sends them packing. Afterward, he returns to his room to find Jessie waiting at the door. She asks him to accompany her plateside for a visit to Sector 7 before the next mission begins.



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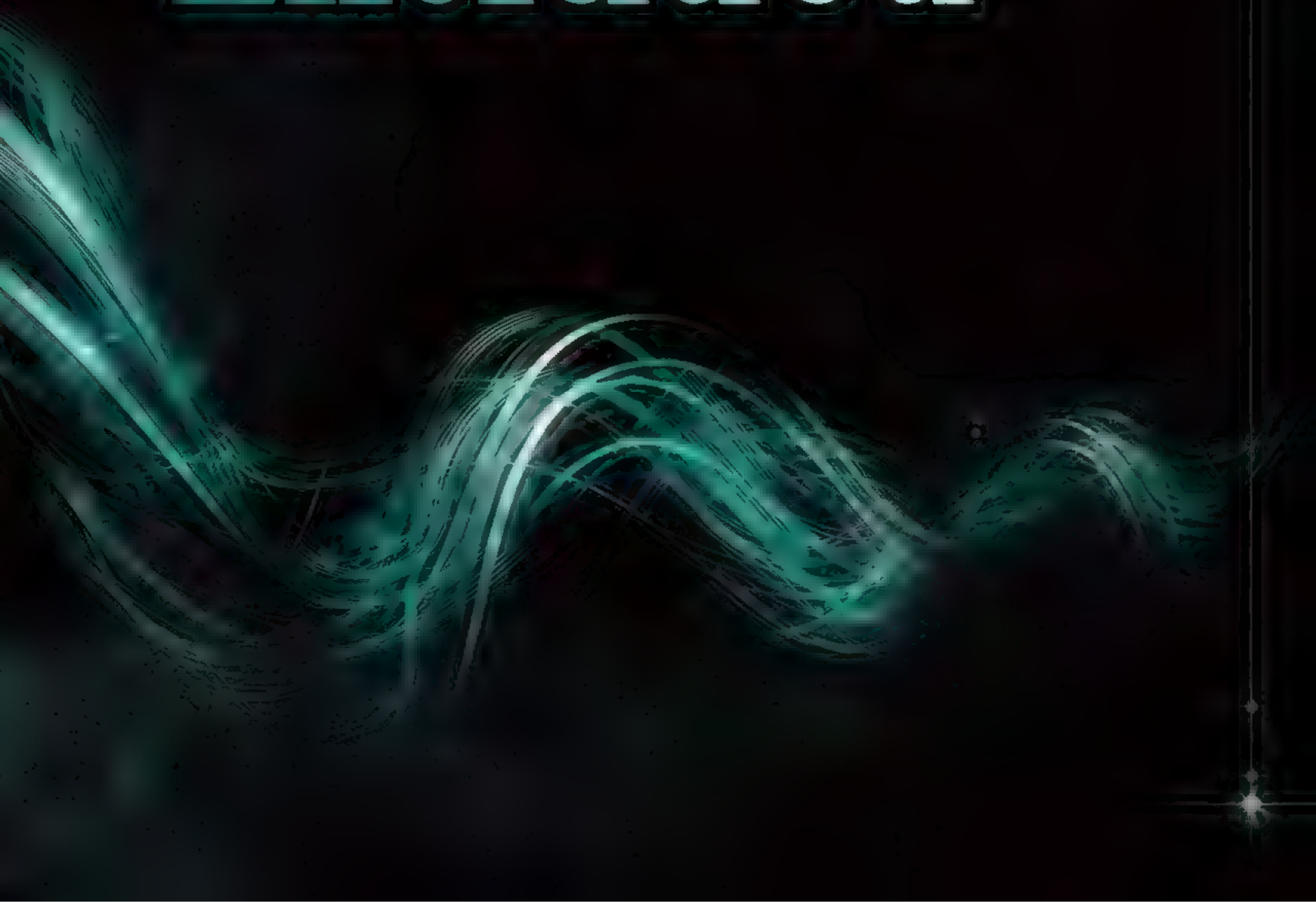
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Section Excluded



Original 『FFVII』

Playback

Sector 7 Slums Station—
Seventh Heaven

PART
3

Unable to get along with Barret, Cloud prepares to part ways, but Tifa gets him to stay by reminding him of a promise they made seven years ago. Incidentally, if Cloud bought a flower from Aerith, he has the option of gifting it to either Tita or Marlene.

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< Continued from Part 2 (see p. 201) >

Sector 7 Slums Station

Barret:
"Yo! [Name]!"
"Get over here, ah'yo!"

Barret:
"Yo, Cloud!"
"You listen up!"

Barret:
"This mission was a success,
but don't get lazy now."

"The hard part's still to come!
Don't y'all be scared of that
explosion!"

Barret:
"Cause the next one's
gonna be bigger than that!"

Barret:
"Meet back at the hideout!
Move out!"

Seventh Heaven

Barret:
"Ok!"
"Go on ahead."

"Papa!"

Marlene:
"Aren't you going to say
anything to Cloud?"

"Welcome home, Cloud."
"Looks like everything went well."

"Did you fight with Barret?"
"Yeah."
"Not this time."

"I should have known."

"He's always pushing people around,
and you've always been in fights
ever since you were little."

"I was worried."

If you choose "Not this time," the following response is given.

"Hmm. You've grown up. When you
were little you used to get into
fights at the drop of a hat."

Tifa:
"Anyway, thank goodness
everyone is all right."

Tifa:
"Flowers?"
"How nice..."

Tifa:
"You almost never see them
here in the slums."

Tifa:
"But..."

"A flower for me?"
"Oh Cloud, you shouldn't have..."

Cloud:
"No big."
"Give it to Tifa."
"Give it to Marlene."

Tifa:
"Thank you, Cloud."
"It smells wonderful."
"Maybe I should fill the store
with flowers."

Marlene:
"Papa, welcome home!"

If you choose "Give it to Marlene,"
the following response is given.

Barret:
"Yeah, I'm home."

Barret:
"Huh?"
"Where'd you get that flower?"

Marlene:
"Cloud gave it to me."

Barret:
"Oh..."

Barret:
"Did you thank him?"

Marlene:
"..."

Marlene:
"Thank you, Cloud."

Marlene:
"I'll take good care of it."

Tifa:
"You all right, Barret?"

Barret:
"Greet!"

Barret:
"Get in here, folks!"
"We're startin' the meetin'!"

< Continued on Next Page >



Tifa
"Sit down."

Tifa
"How about..."

"...something to drink?"
"I don't feel like it."
"Give me something hard."

Tifa
"Just a minute...
I'll make one for you."

Tifa
"You know, I'm relieved you
made it back safely."

Cloud
"What's with you all of a sudden?
That wasn't even a tough job."

Tifa
"I guess not..."

"You were in SOLDIER."

Tifa
"Make sure you get your pay
from Barret."

Cloud
"Don't worry...
Once I get that money, I'm outta here."

If you choose "I don't feel like it," the
following response is given.

Tifa
"OH!!!"

"I can make a drink just
as good as anyone else."

"Everyone says
my drinks taste the best!"



Tifa
"Cloud...
Are you feeling all right?"

Cloud
"Yeah...
Why?"

Tifa
"No reason...
You just look a little tired I guess."

Tifa
"You'd better go down below."



Barret
"Ye, Cloud!
There's somethin' I wanna ask ya."

Barret
"Was there anyone from SOLDIER
fighting us today?"

Cloud
"None...
I'm positive."

Barret
"You sound pretty sure."

Cloud
"If there was anyone from SOLDIER...
you wouldn't be standing here now."

Barret
"Don't go thinkin' you so bad jes
 cuz you was in SOLDIER."



Cloud
"Shh..."

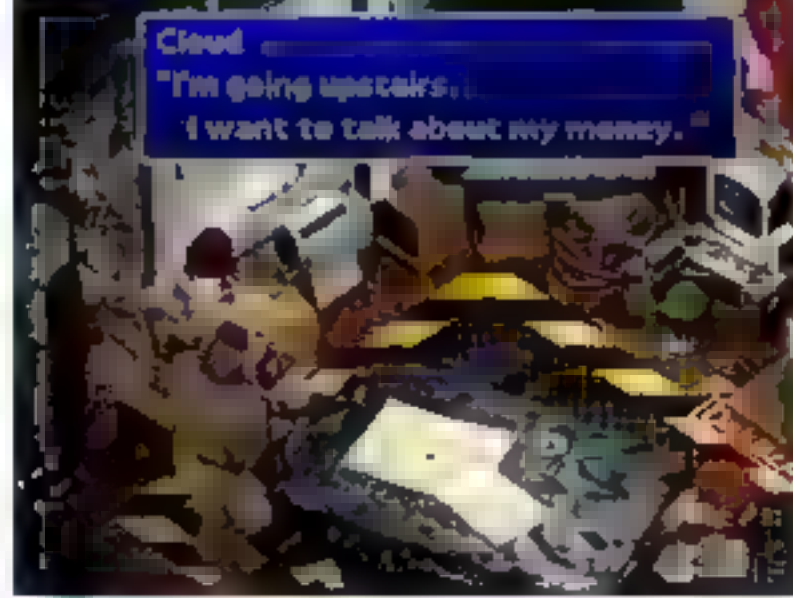


Barret
"Yeah, you're strong."

"Probably all them guys in SOLDIER are...
But don't forget that your skinny
ass's workin' for AVALANCHE now!"

"Don't get no ideas...
'bout hangin' on to Shinra."

Cloud
"Stayin' with Shinra? You asked me a
question and I answered it...that's all."



Cloud
"I'm going upstairs...
I want to talk about my money."



Barret
"Shucks!!!"
"Goddamn money!"

Tifa
"Wait, Cloud!"



Barret
"Tifa!
Let him go!"

"Looks like he still
misses the Shinra!"

Cloud
"Shut up!"

"I don't care about either Shinra
or SOLDIER!"

"But don't get me wrong!"



"I don't care about AVALANCHE
or the Planet for that matter!"



Tifa
"Listen, Cloud. I'm asking you...
Please join us."

Cloud
"Sorry Tifa..."

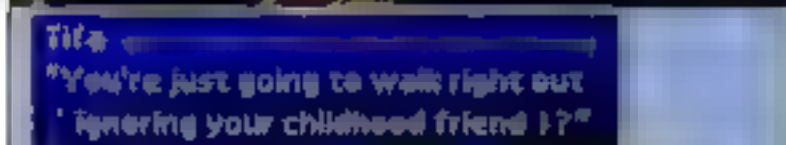
Tifa
"The Planet is dying...
Slowly but surely it's dying."

"Someone has to do something."

Cloud
"So let Barret and his buddies
do something about it."



Tifa
"So...
"You're really leaving, is it?"



Tifa
"You're just going to walk right out
"ignoring your childhood friend, is it?"

Cloud
"What...?"
"How can you say that?"
"Sorry."



Tifa
"You forgot the promise, too."

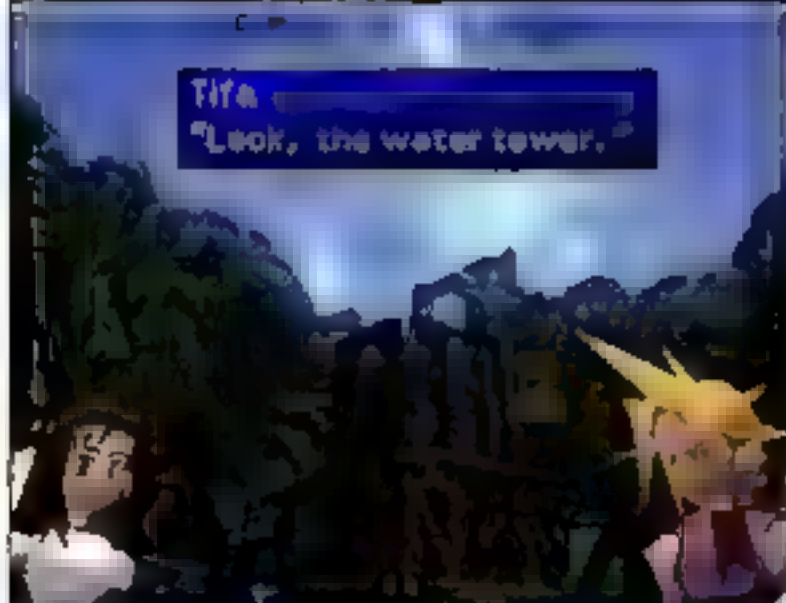
Cloud
"Promises?"



Tifa
"So you DID forget."



Tifa
"Remember, Cloud...
"It was seven years ago..."



Tifa
"Look, the water tower."

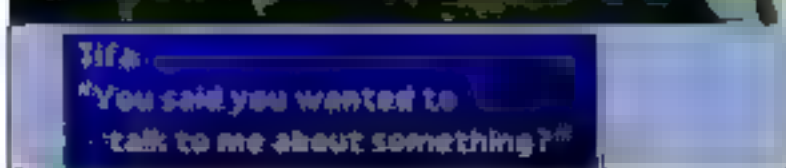
"Do you remember?"

Cloud
"Yeah...back then."

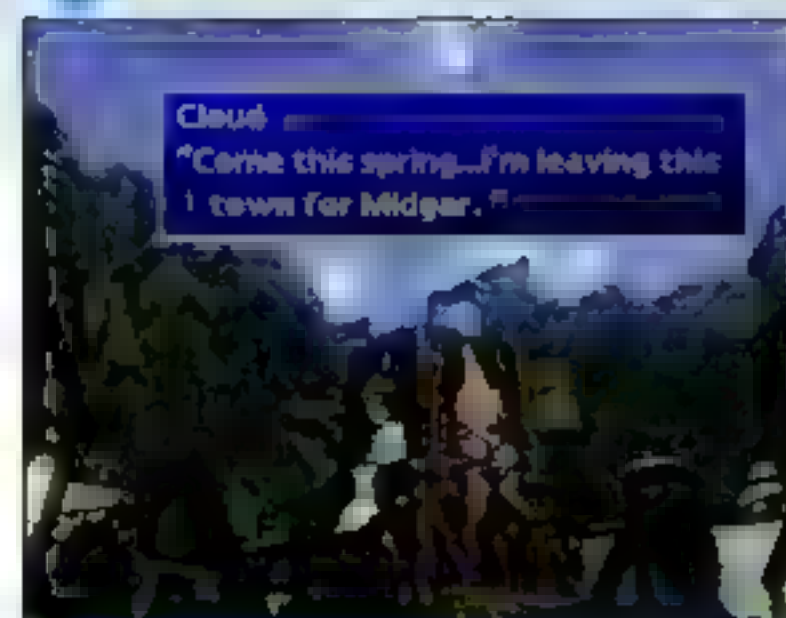
Cloud
"I thought you would never come,
"and I was getting a little cold."



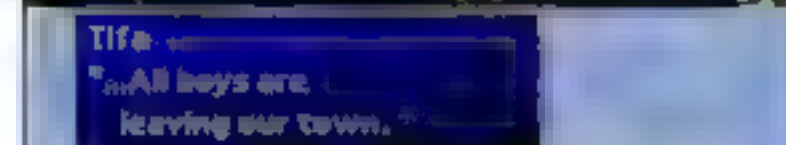
Tifa
"Sorry I'm late."



Tifa
"You said you wanted to
"talk to me about something?"



Cloud
"Come this spring...I'm leaving this
"town for Midgar."



Tifa
"All boys are
"leaving our town."

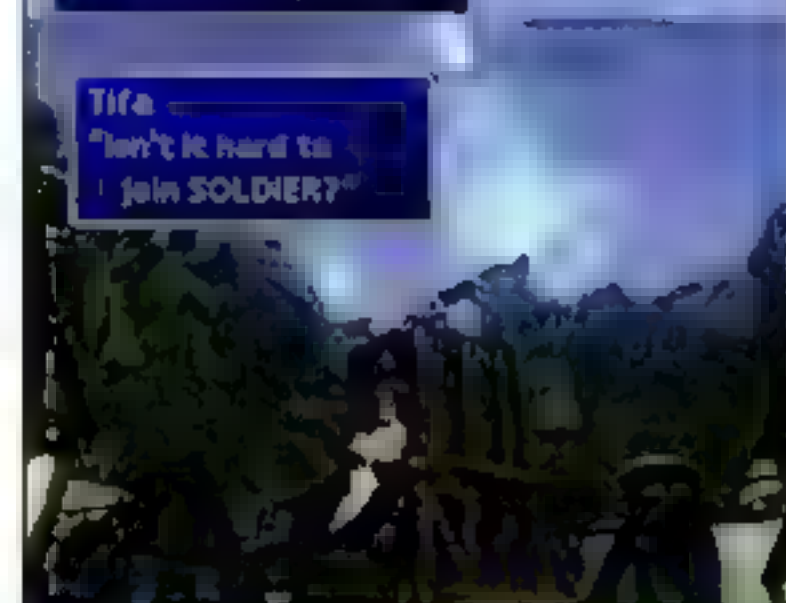
Cloud
"But I'm different from all of them.
"I'm not just going to find a job."

Cloud
"I want to join SOLDIER."

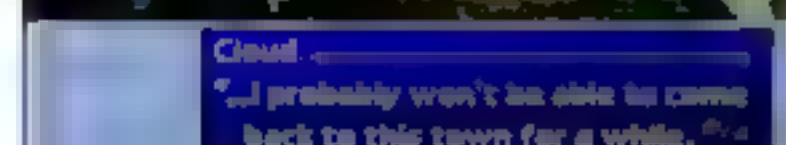
Cloud
"I'm going to be the best there is,
"just like Sephiroth!"



Tifa
"Sephiroth...
"The Great Sephiroth."



Tifa
"Isn't it hard to
"join SOLDIER?"



Cloud
"...I probably won't be able to come
"back to this town for a while."

Cloud
"...Yeah?"



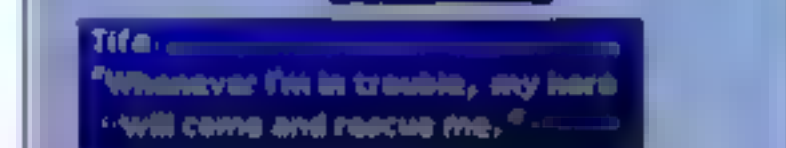
Tifa
"Will you be in the
"newspapers if you do well?"

Cloud
"I'll try."

Tifa
"Hey, why don't we
"make a promise?"

"Umm, if you get really famous and
"I'm ever in a bind...
"You come save me, all right?"

Cloud
"What?"



Tifa
"Whenever I'm in trouble, my hero
"will come and rescue me."

"I want to at least
"experience that once."

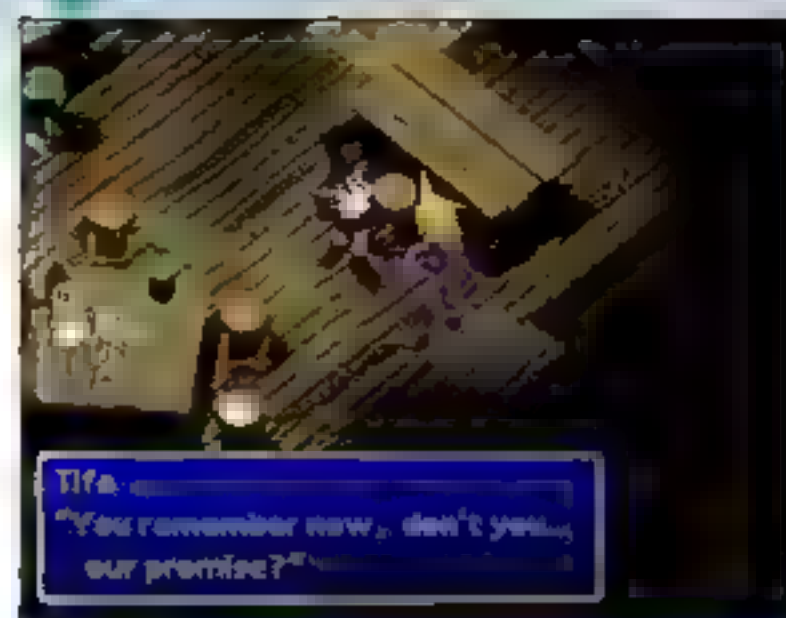
Cloud
"What?"



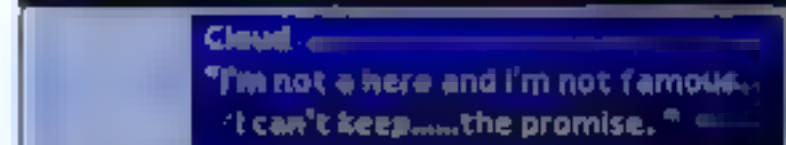
Tifa
"Come on...
"Promise me..."



Cloud
"All right...I promise."



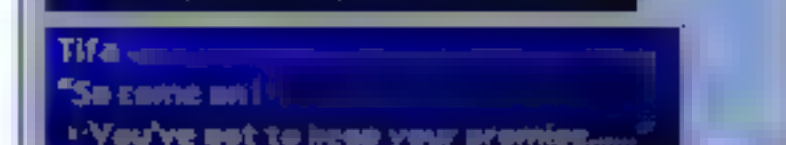
Tifa
"You remember now, don't you,
"our promise?"



Cloud
"I'm not a hero and I'm not famous...
"I can't keep...the promise."



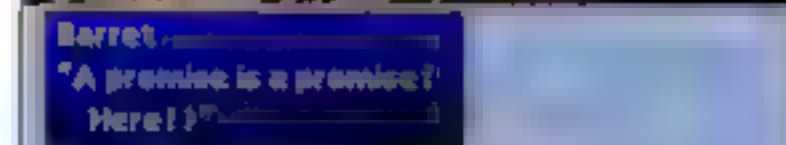
Tifa
"But you got your childhood dream...
"didn't you? You joined SOLDIER."



Tifa
"So come on!
"You've got to keep your promise..."



Barret
"Wait a sec big-time
"SOLDIER!"



Barret
"A promise is a promise?
"Here!"

Received Barret's stash:
1500 gil



Cloud
"This is my pay!
"Don't make me laugh."



Tifa
"What? Then you'll..."

Cloud
"You got the next mission lined up?
"I'll do it for 3000."



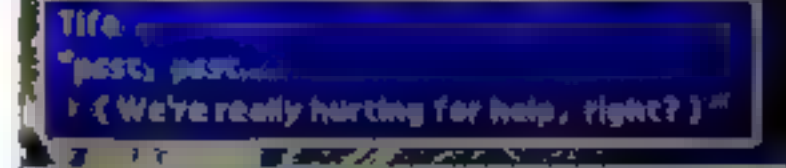
Barret
"What...?"



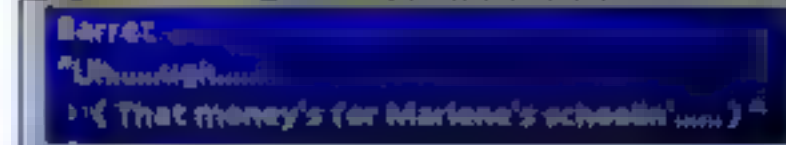
Tifa
"It's ok, it's ok."



Tifa
"past, past...
"We're really hurting for help, right?"



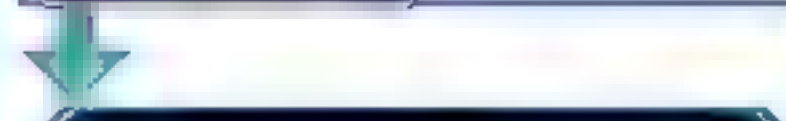
Barret
"Uh...right...
"That money's for Marlene's schoolin'..."



Barret
"2000!"



Tifa
"Thanks, Cloud."



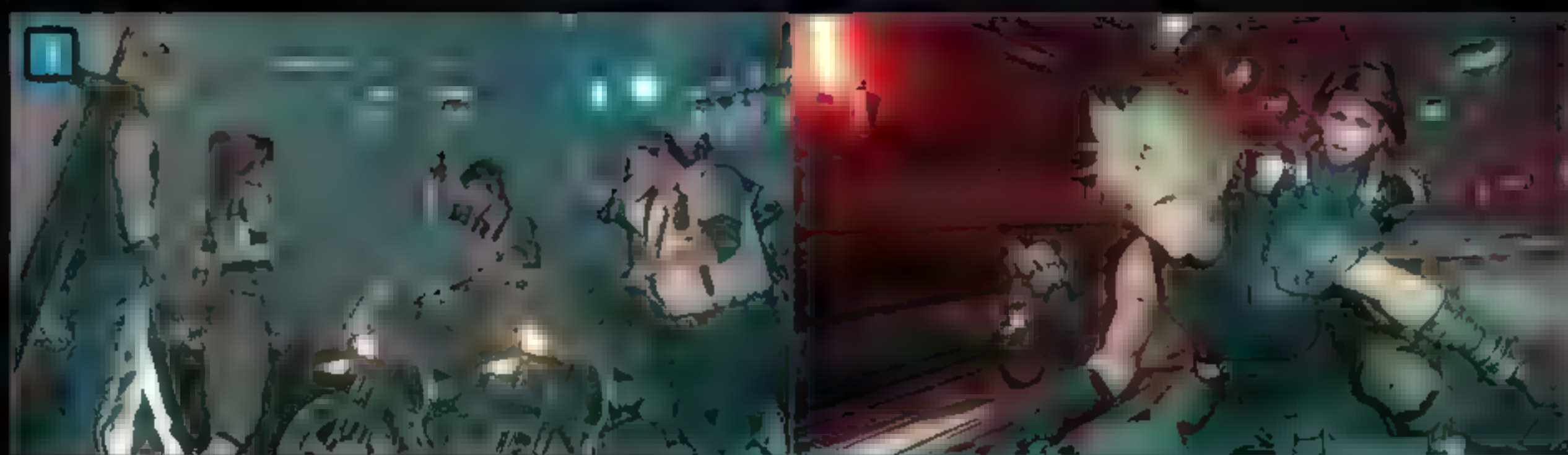
< Continued in Part 4 (see p. 232) >

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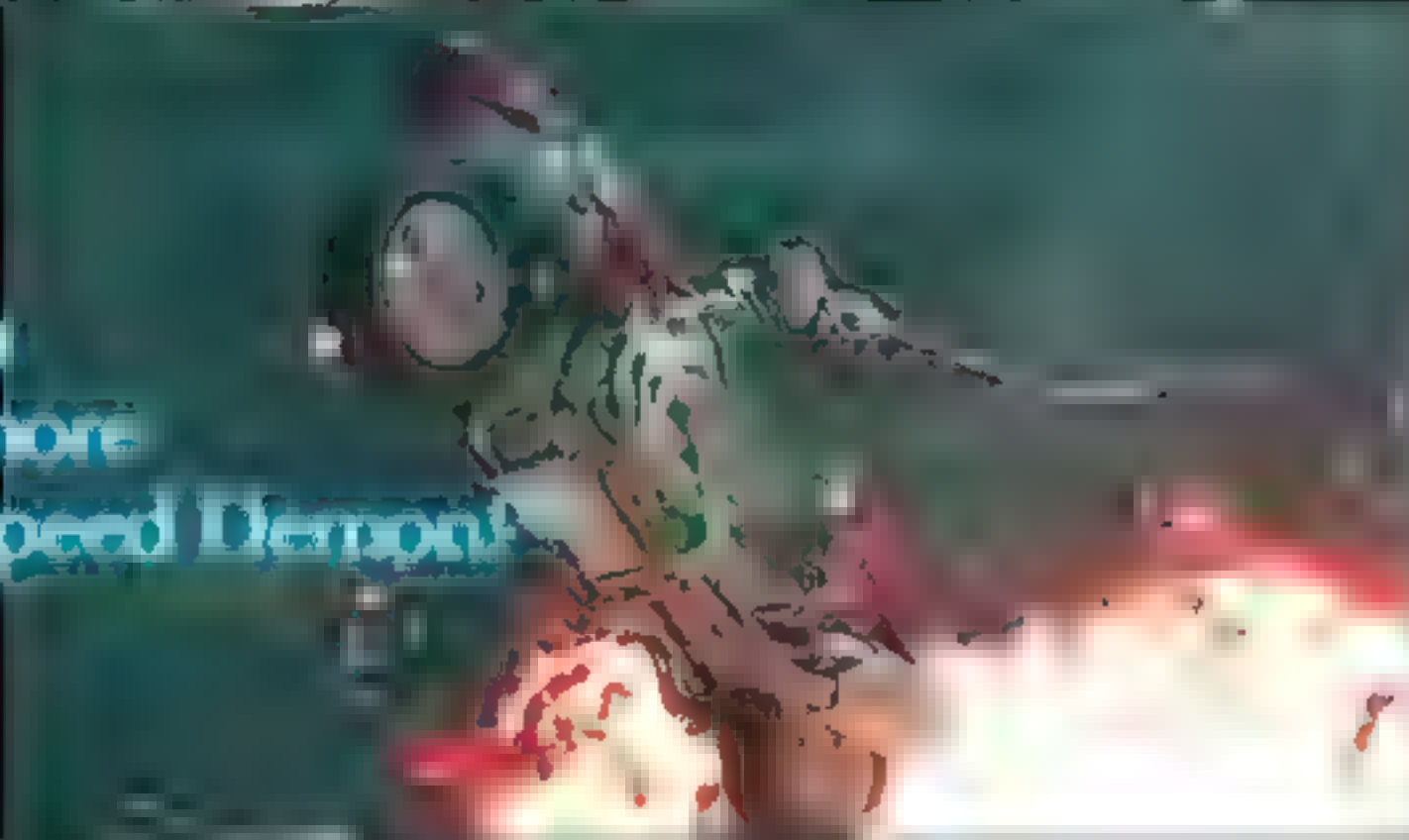
4

Mad Dash

MAIN STORY DIGEST

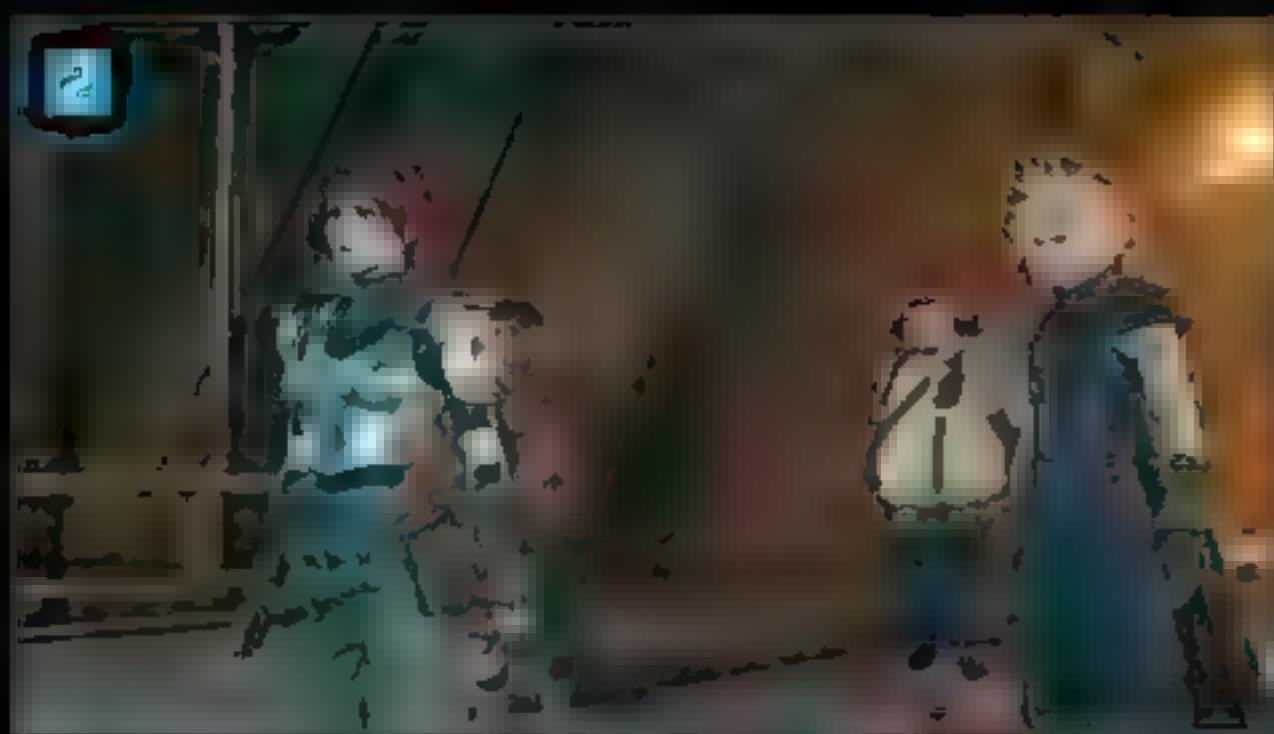


"My name is Roche, but you may address me by the more accurate appellation: Speed Demon!"



II Return to Base

Returning to the Sector 7 slums, Cloud heads for Seventh Heaven, the bar where Avalanche makes its hideout. He's hoping to collect compensation from his childhood friend Tifa, but Avalanche's exorbitant expenses preparing for the latest mission have left them unable to pay him the amount promised. Cloud agrees to collect his remaining wages the next day, and Tifa leads him to the Stargazer Heights apartment complex, where he goes to sleep for the night.



2 To Sector 7

3 Homecoming

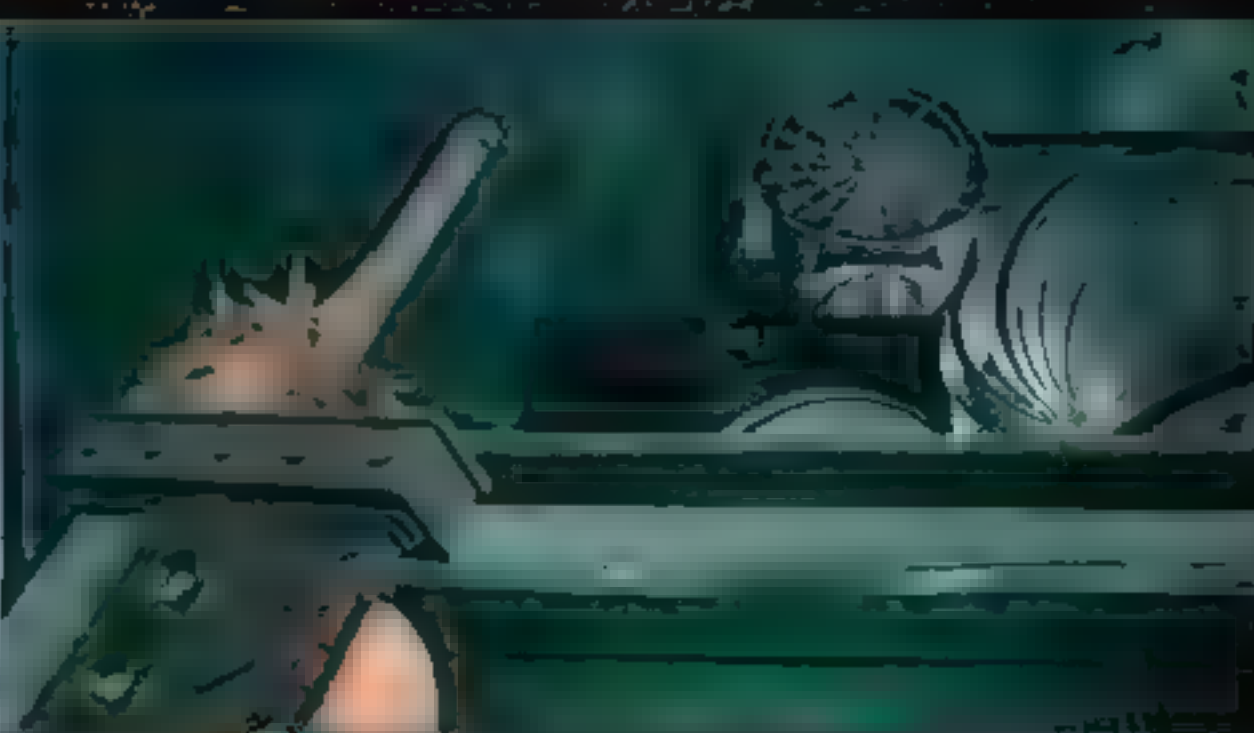
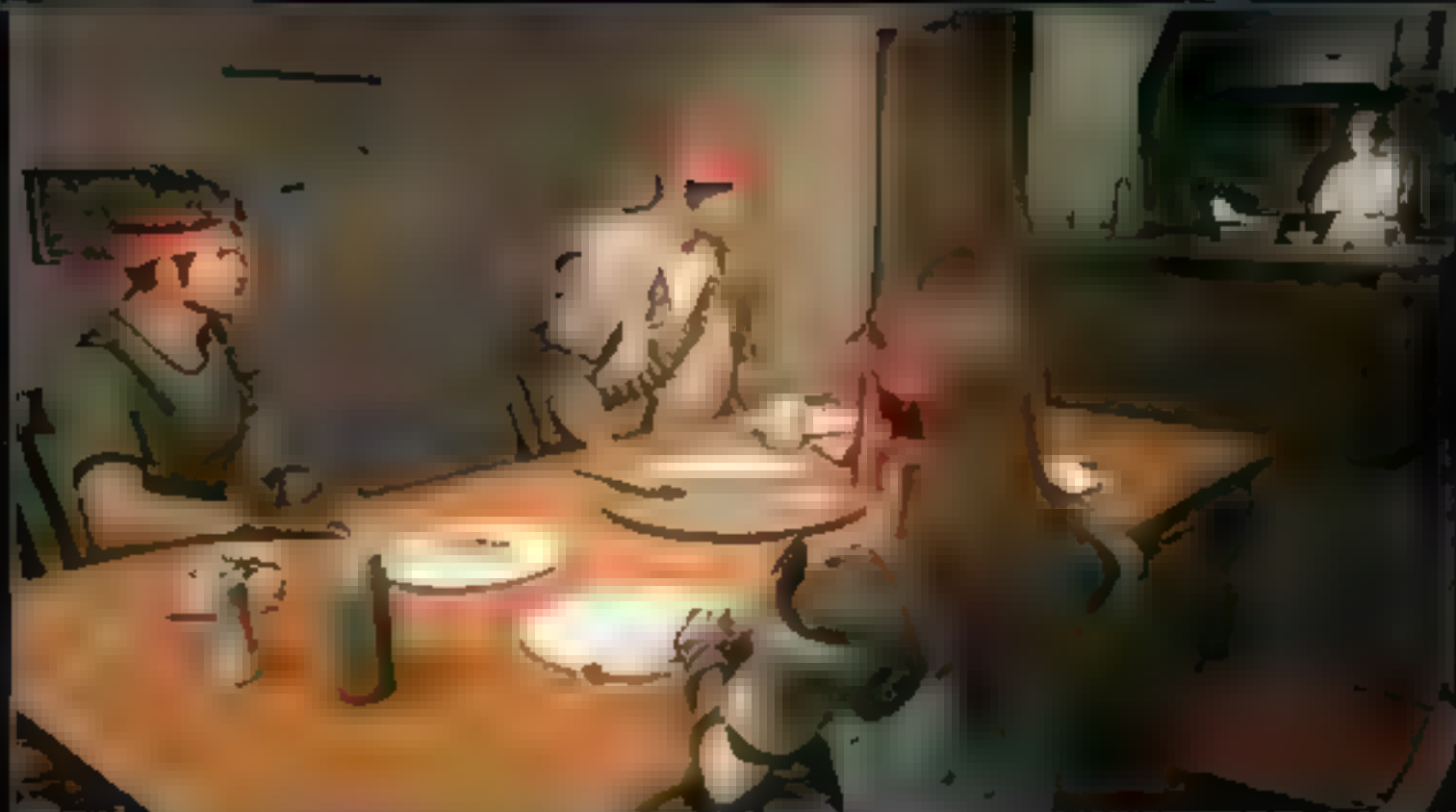
Cloud and Jessie set off on a motorcycle secured by Biggs and Wedge, making their way toward Sector 7 through Corkscrew Tunnel. On their way up to the plate, the group is beset by Shinra security officers and a SOLDIER named Roche, but they manage to shake off their pursuers and arrive in Sector 7.



"I need you to grab his Shinra ID card.
And yeah, I know I should do it myself, but..."

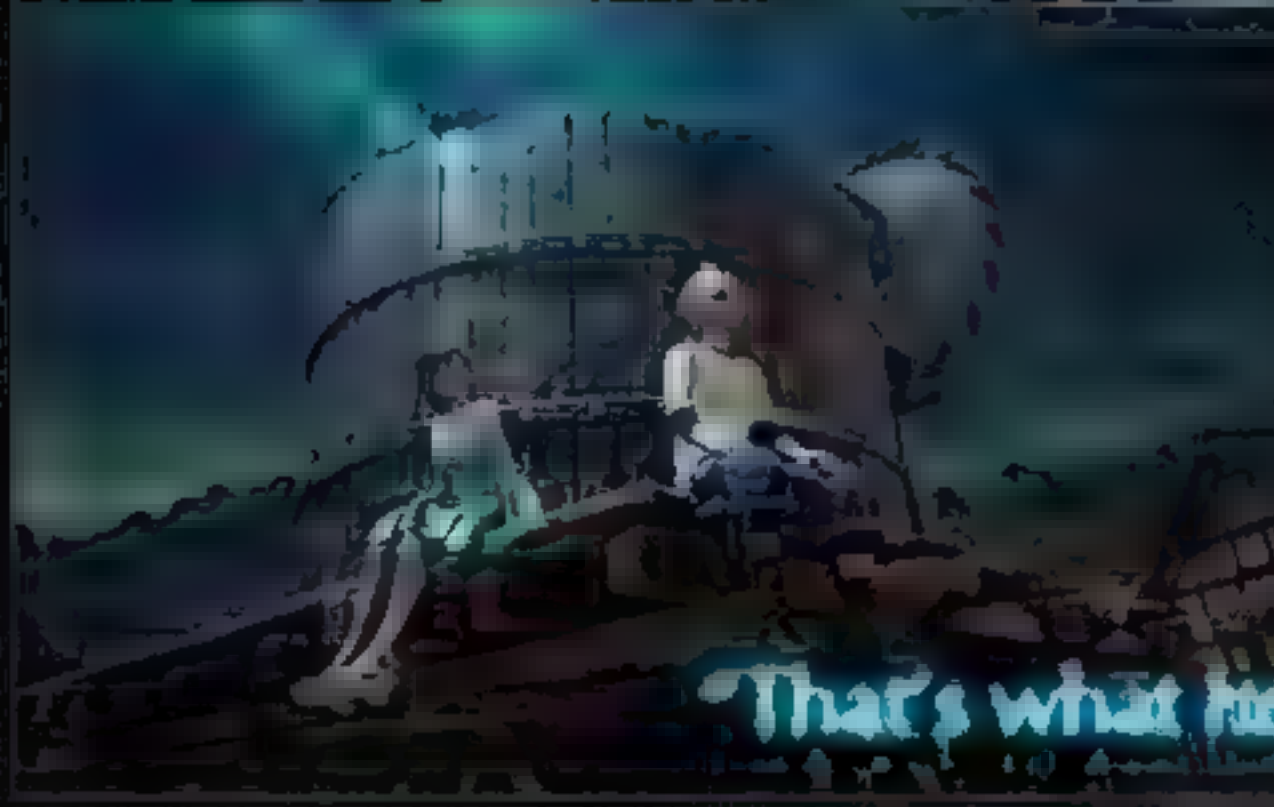
4 The Jessie Job

Cloud has been tasked with sneaking into Jessie's parents' house and pinching her father's ID card, which he carried when working in one of Shinra's mako reactors. While Jessie and the others keep her mother busy, Cloud gains entry to Mr. Raspberry's room and obtains the card in question.



5 Sector 7-6 Annex Infiltration

Jessie plans to use her father's ID card to enter the Sector 7-6 annex—a Shinra-owned warehouse—and steal blasting agent to use with her bomb. Cloud, Biggs, and Wedge infiltrate the annex in order to create a diversion that will draw security's attention. As they await the signal to do so, Cloud catches sight of a water tower and recalls a promise he once made to Tifa back in their hometown: if she ever got in a bind, Cloud would come rescue her.



"That's what heroes do. They save people.
Please? Just once."

04

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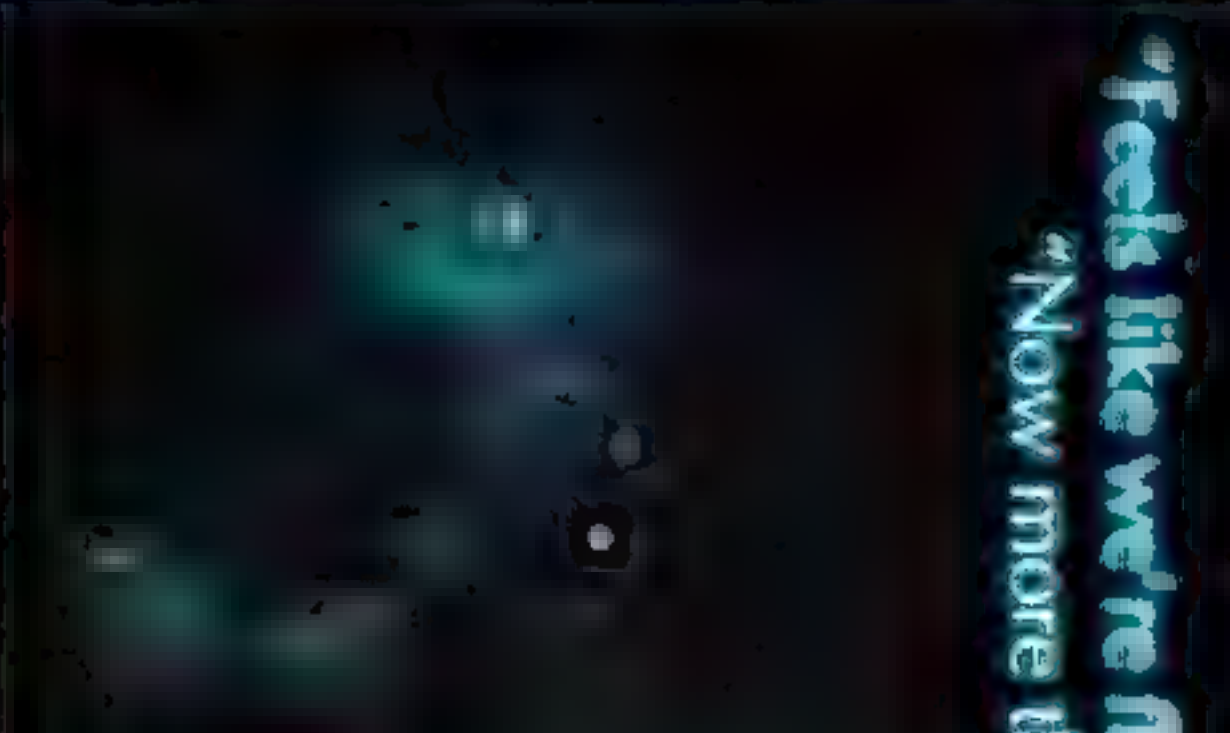


■ A Little Diversion

After confirming Jessie's signal, Cloud and the others storm the open square in the center of the facility and commence their diversion. They take down wave after wave of Shinra troopers and security weapons, even fending off a SOLDIER named Roche, but in the end the group is hemmed in by their enemy's overwhelming numbers. Suddenly, forces from Avalanche HQ burst onto the scene, allowing Cloud and his team members to retreat under cover of chaos.



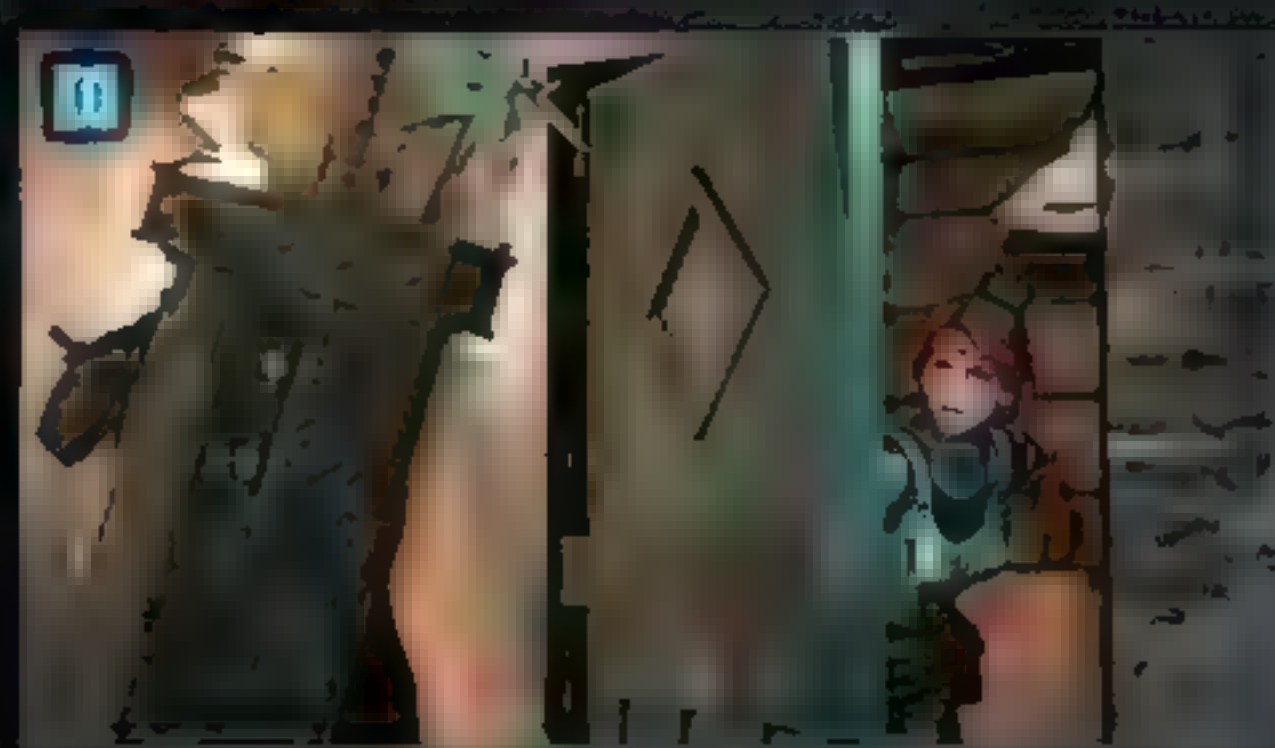
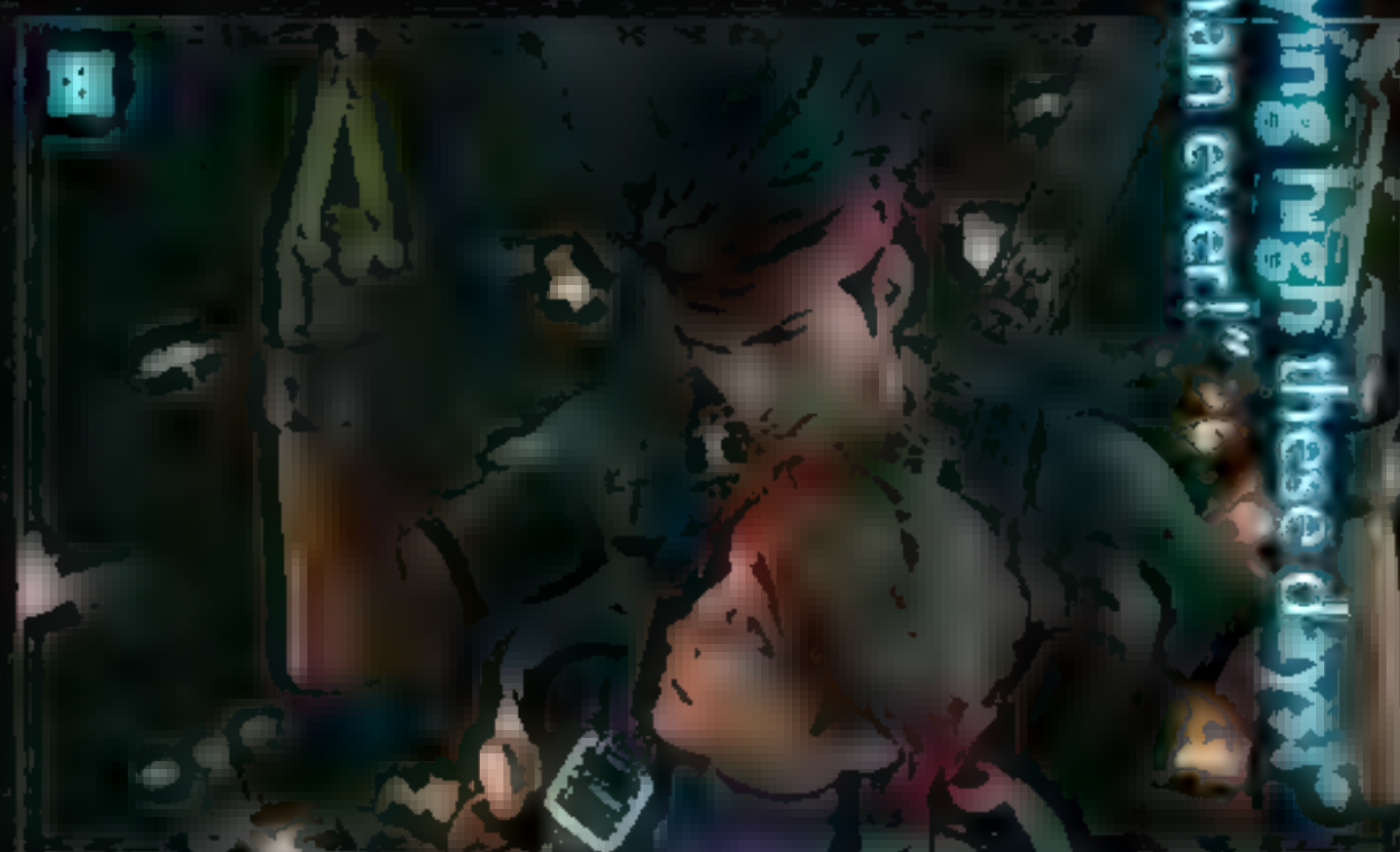
"For all the miles on the clock, I'm just as fast as I ever was!"

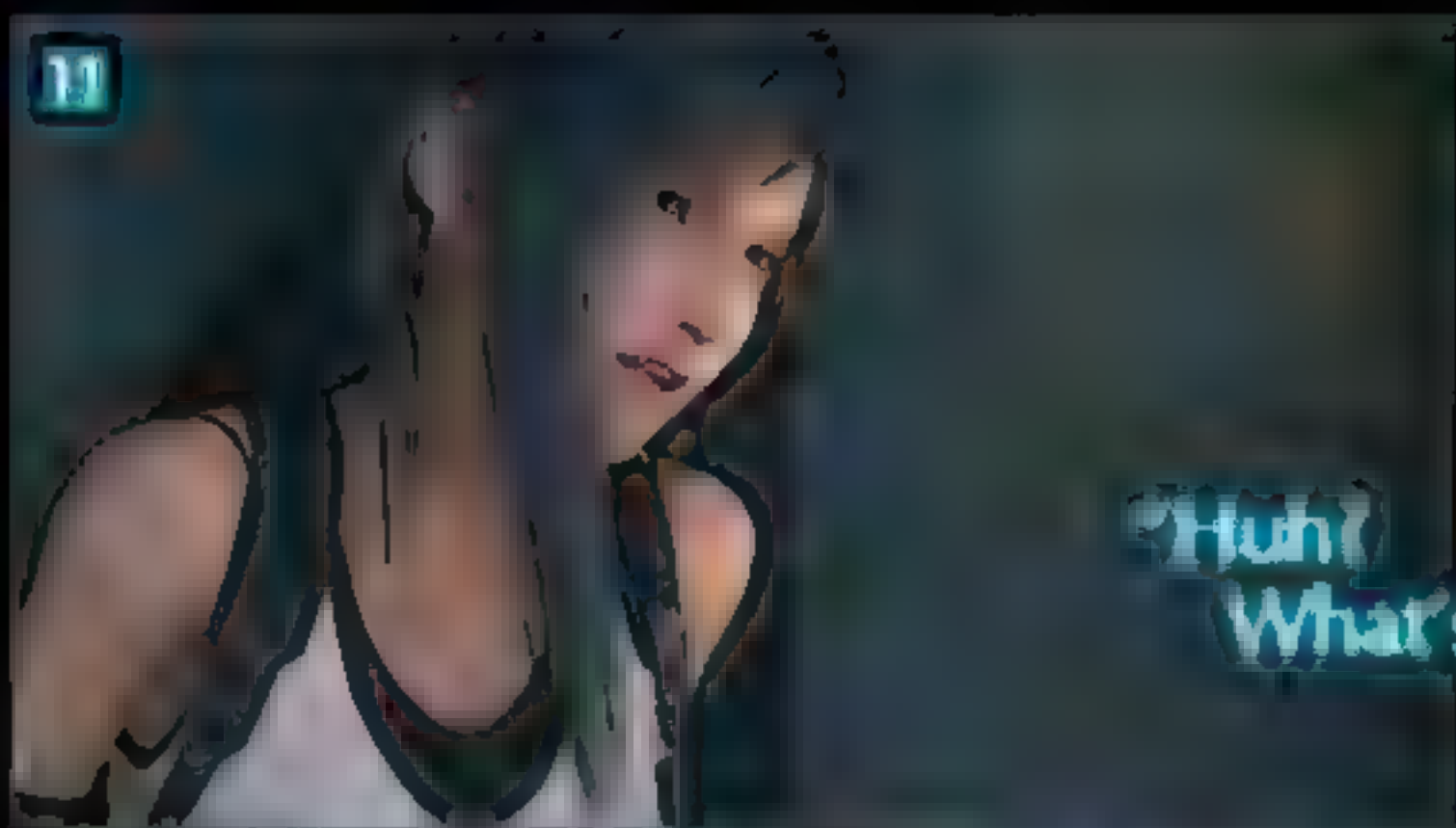


"Feels like we're flying high these days!"
"Now more than ever!"

- Rendezvous at the Empty Lot
- Return to the Slums
- To Wedge's Place
- Remaining Payment

Cloud and the others escape the Sector 7-6 annex unscathed and reunite with Jessie, who was successful in obtaining her blasting agent. The group navigates through the crowd drawn to the commotion and reaches the inner edge of the plate. Using parachutes stowed there for an emergency, they glide down into the Sector 7 slums. Feeling they can do anything with Cloud around and elated at having pulled off their mission, the members of Avalanche are filled with a sense of hope. Cloud collects the remainder of his payment at Jessie's house and heads home for the night.





11

11 Slum Wisdom

Cloud is resting back in his room when Tifa comes to pay him a visit. Tifa is relieved to find he's remembered their old promise and that his demeanor has softened somewhat.

"Huh?
What's with you all of a sudden?"

12 Sudden Attack

The next morning, Cloud awakens with a sense that something is wrong and exits his room to find a horde of robed monsters swarming the Sector 7 slums. Cloud and Tifa rush to where Barret and Jessie are fighting off the monsters, but Jessie injures her leg during the battle. After the horde disappears, Barret asks Cloud to fill in for Jessie on their upcoming mission.

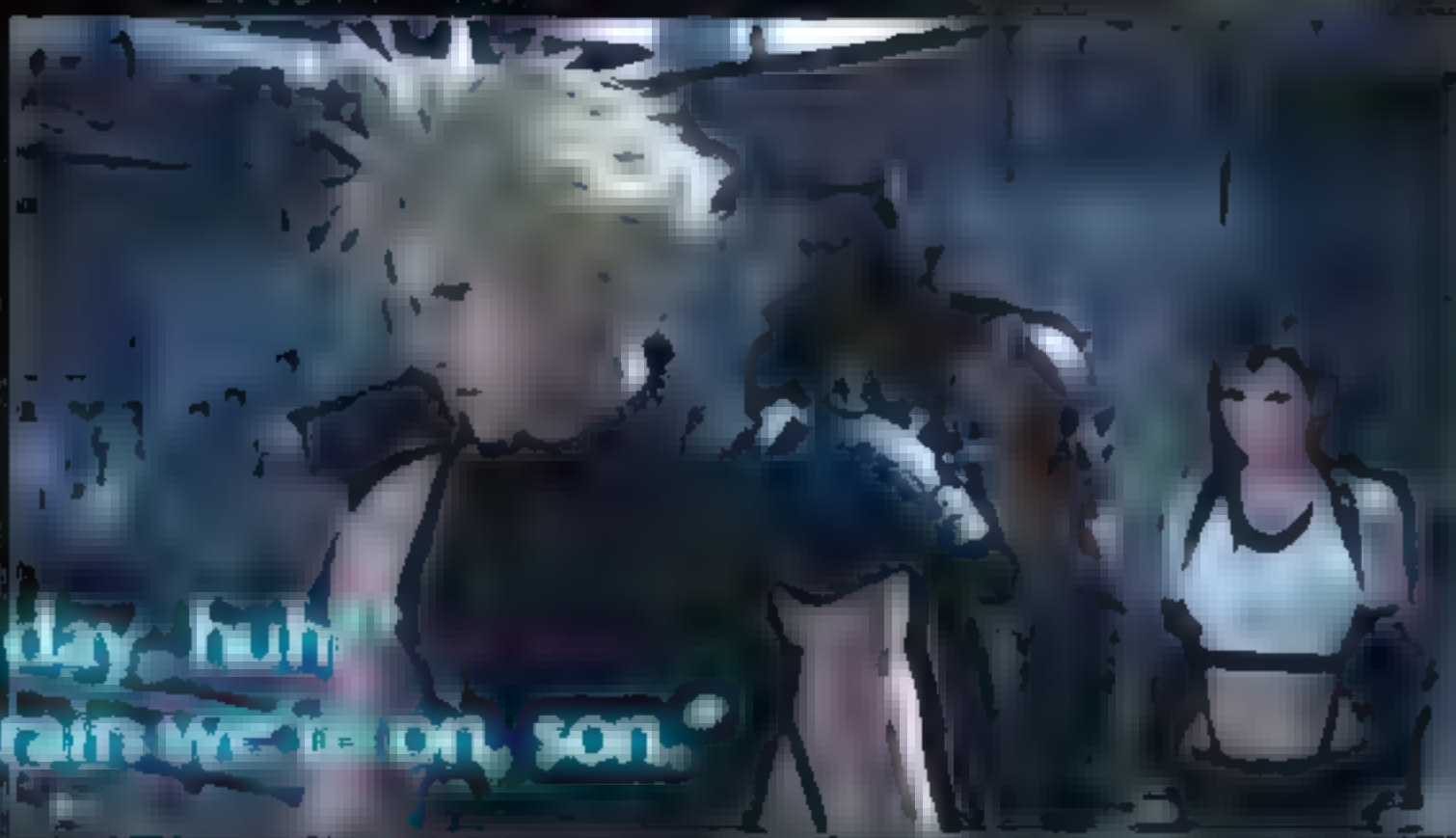


"Alright, everyone—Cloud's in. The mission is on!"
"Go and raise some hell for me, okay?"

13 A New Operation

Avalanche's next target is Mako Reactor 5. Cloud, Barret, and Tifa convene at the Sector 7 slums station before boarding the train, determined to see the operation through.

"Today really gotta be the day, huh?"
"Ain't no stopping this train we're on, son."



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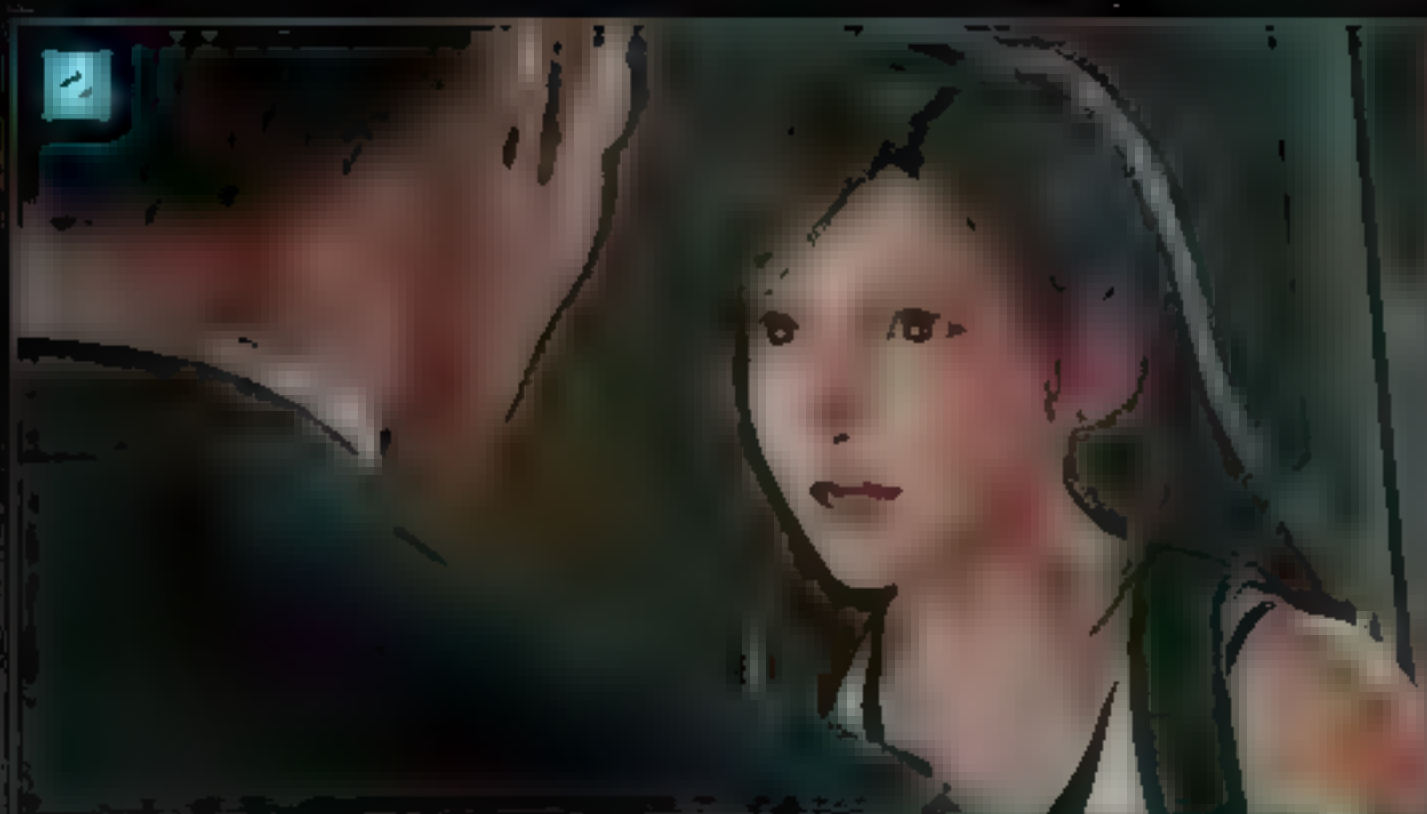
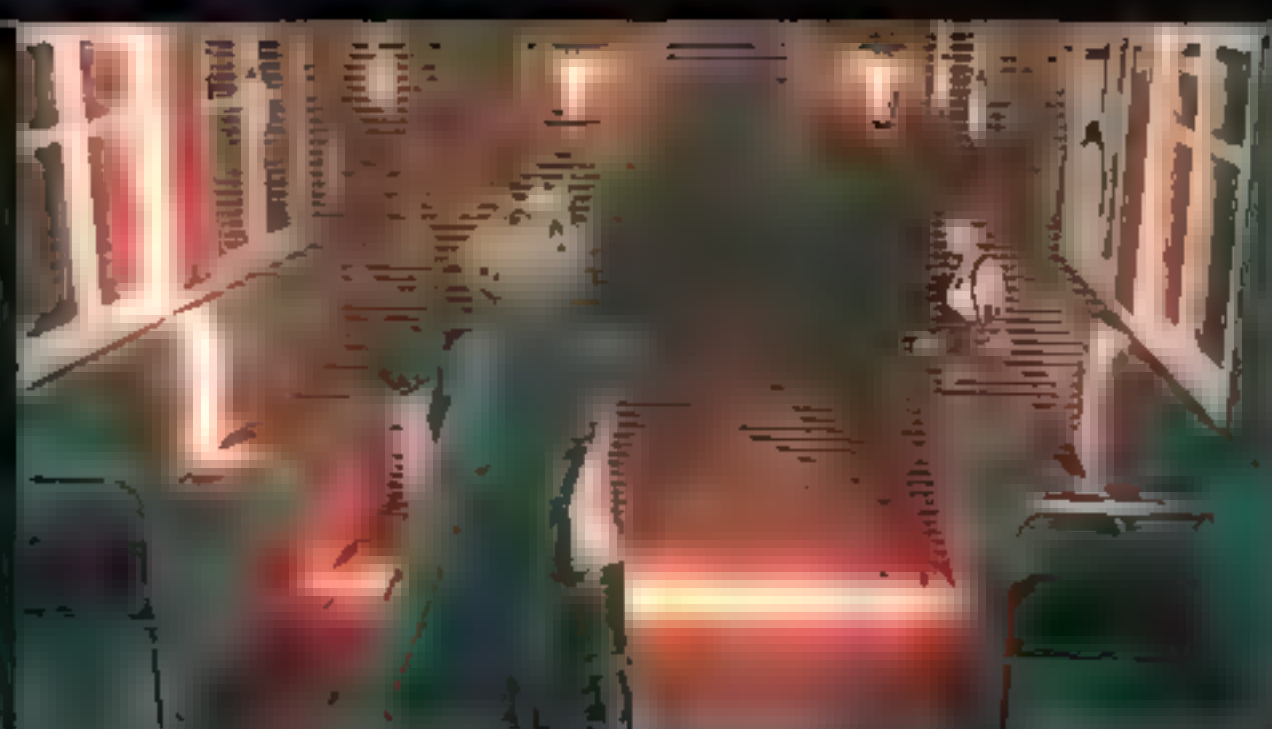
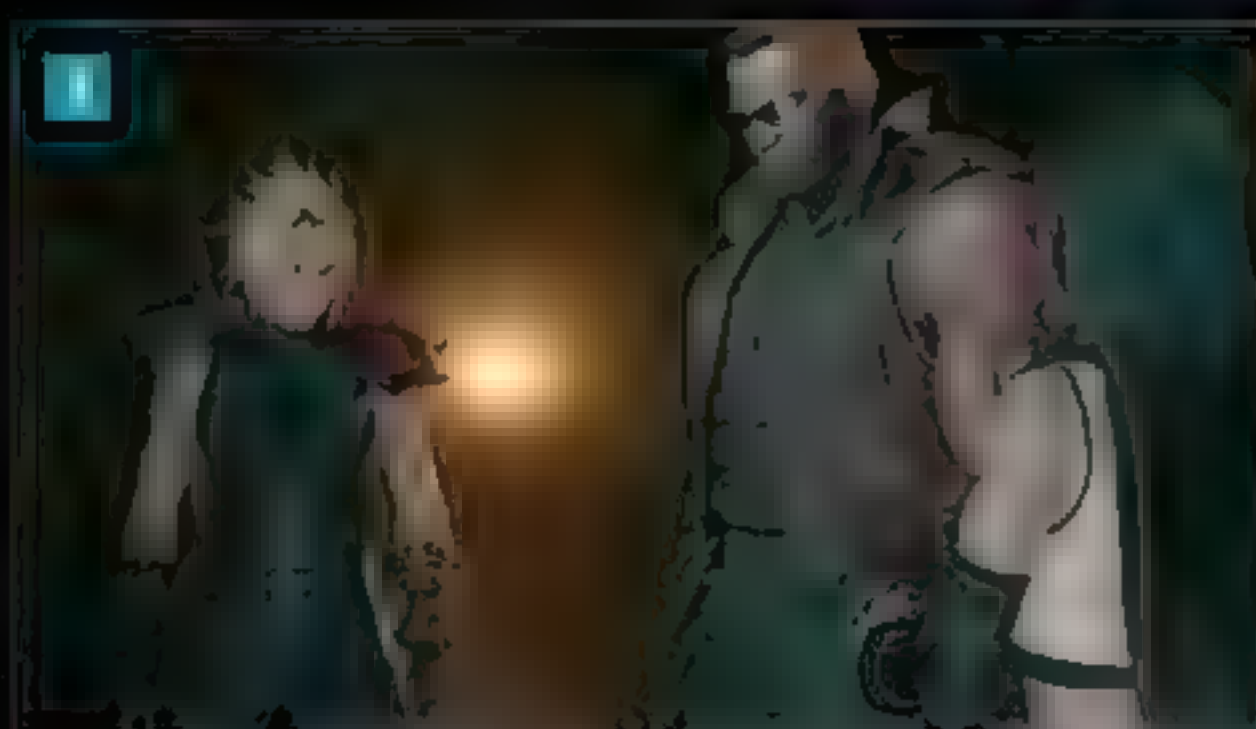
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CHAPTER

5

Dogged Pursuit

MAIN STORY DIGEST



1 All Aboard for Sector 4

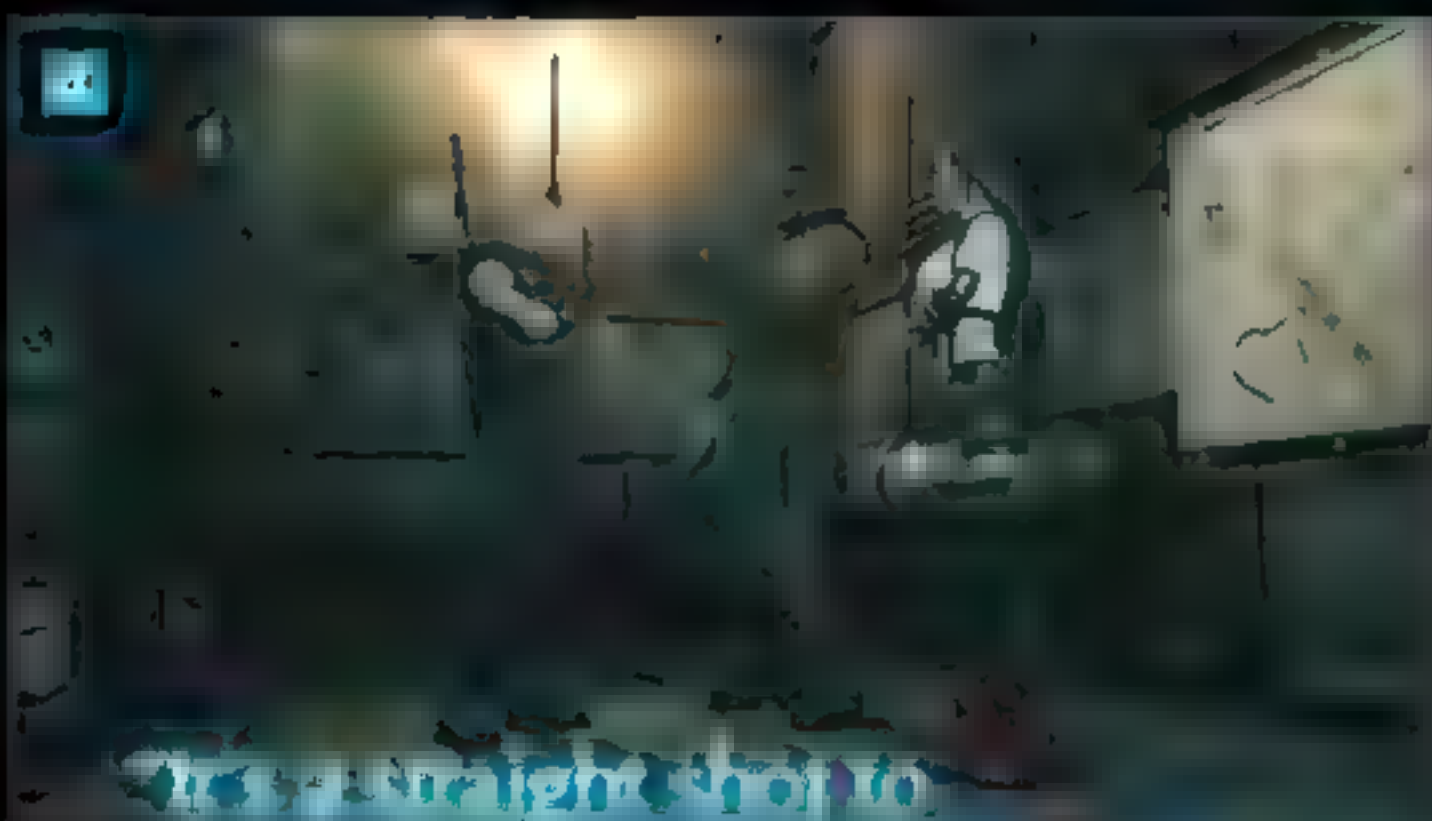
With Shinra in a heightened state of alert, Cloud, Barret, and Tifa head plateside on a train bound for Sector 4. Their hopes of getting past the ID checkpoint undetected are dashed when they're caught out by an unexpected extra scan.

"The station will be crawling with security. We gotta jump."

2 Separate Ways

As the extra scan begins locking down the train, security drones enter the cars, attacking indiscriminately. After evacuating the other passengers to the next car up, Cloud and his companions hit the emergency stop button. With the train slowed, they leap to safety.





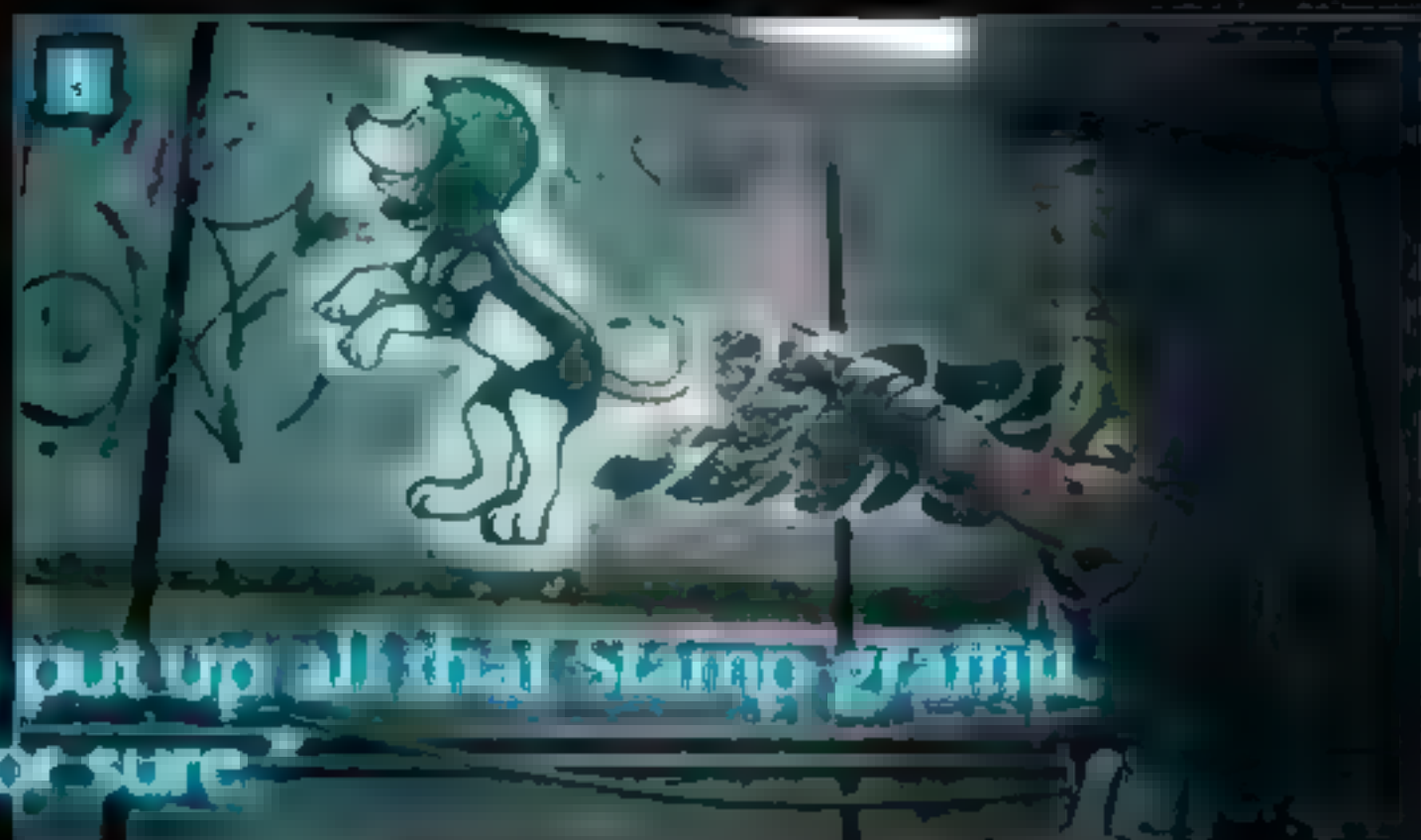
- 2 Looking for a Friend
- 3 Change of Plans
- 4 Find Stamp

After meeting back up in Corkscrew Tunnel, Cloud and the others adjust their plan and begin following the tracks to Mako Reactor 5 on foot. Following graffiti of Loyal Little Stamp left by their comrades in Avalanche, the trio continue on their way. Little do they know, Shinra is monitoring their every move.

"It's a straight shot to victory, people! All we gotta do... is take it!"

"In nose we trust."

"Good thing our colleagues put up all that Stamp graffiti. Without it, we'd be lost for sure."



6 Secret Passageway

The train tracks terminate at a rail yard, where the group is beset by a massive security mech called the Crab Warden. Cloud and his team are hard pressed, but make a show of might that far exceeds Shinra's expectations, and manage to defeat their foe.

7 The Road to Mako Reactor 5

A secret passageway from the railyard leads the group to a construction lift, which they ride down to the underside of the Sector 4 plate.



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Original『FFVII』

Playback

PART
4

Seventh Heaven—
Corkscrew Tunnel

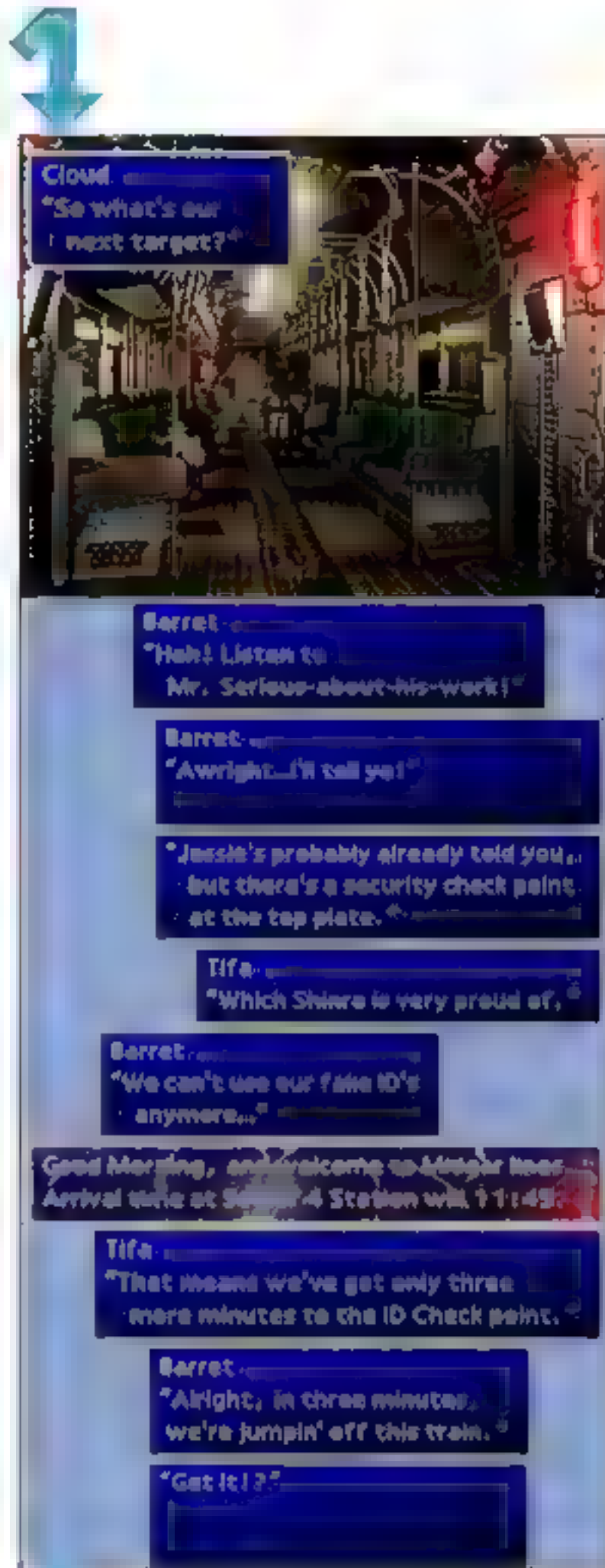
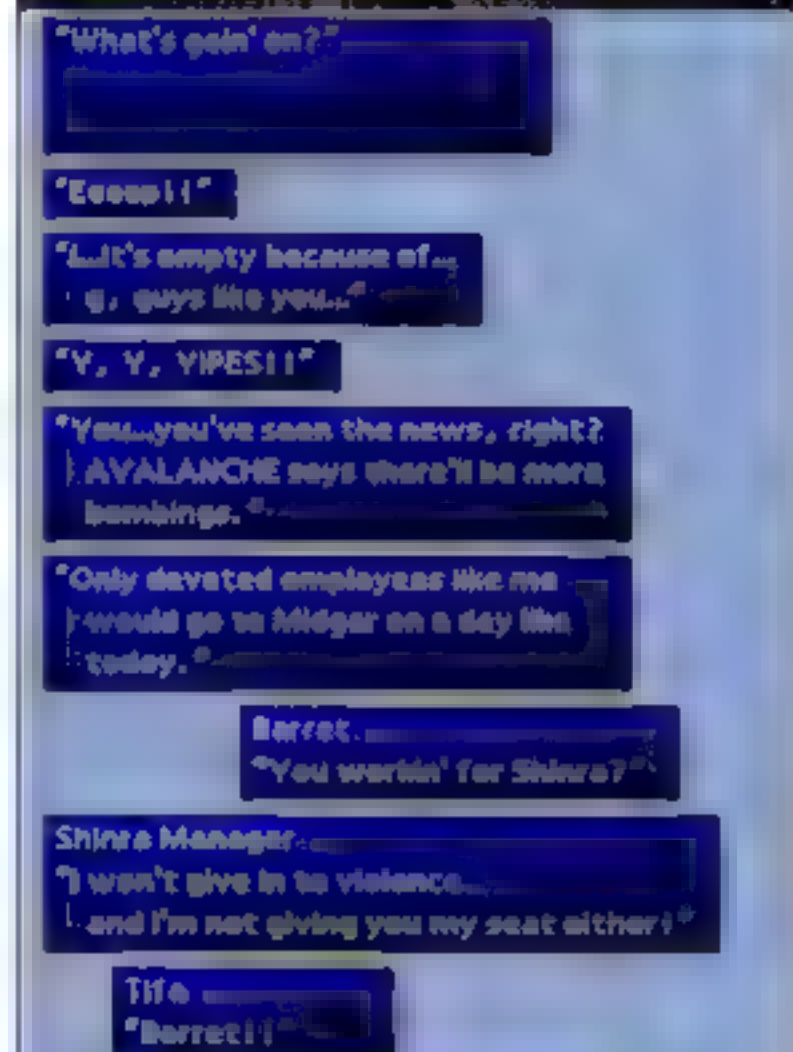
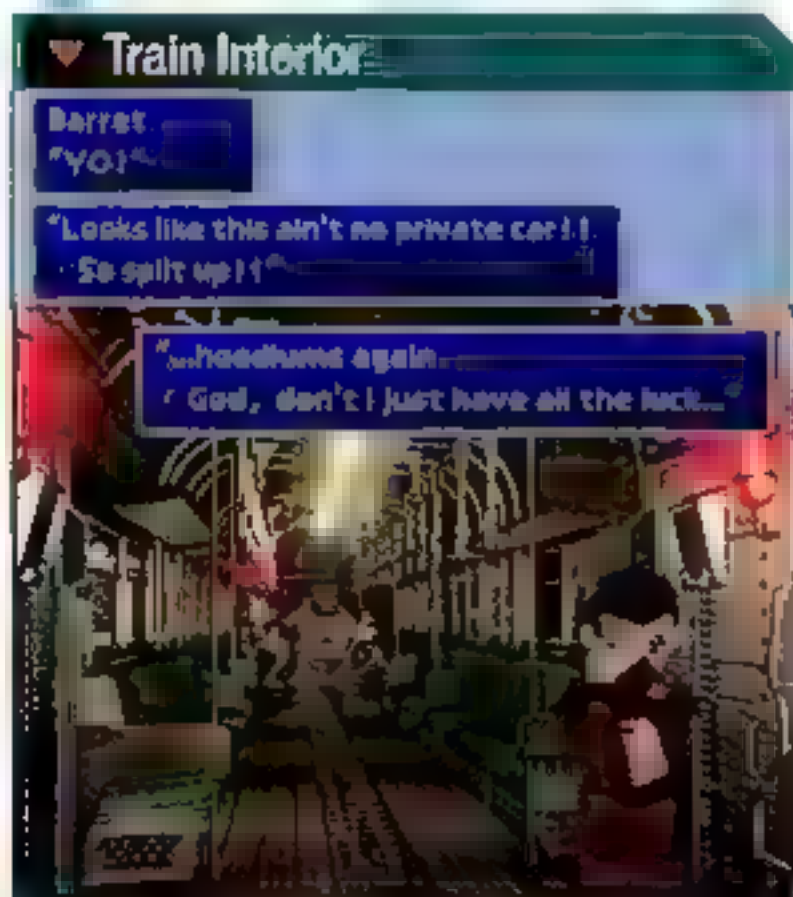
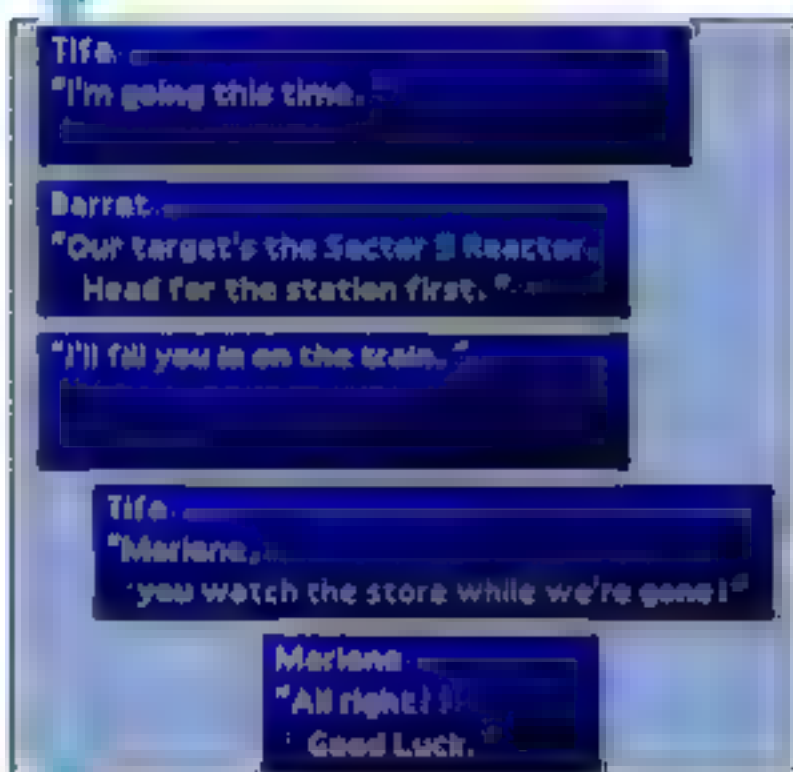
An unanticipated ID scan occurs inside the train as the party heads to bomb Mako Reactor 5. Cloud and the others move from car to car frantically trying to evade the scan. If they're too slow escaping, they'll find themselves locked inside one of the rear cars.

< Continued from Part 3 (see p. 213) >



If you choose "Next to you, who wouldn't?" the following response is given.

Tifa: "I don't know what you mean."



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Jessie
"We're in trouble."

"I'll explain later.
Hurry! Get to the next car!"

Barret
"Aw! Aw!
Someone blew it..."

Unidentified passengers located in Car #1
Preparing for Lock Down

Barret
"Let's get
Keep it up!"

The following occurs if you are confined in the first train car

Barret
"C'mon!! Hurry your slow ass up!
That's it, huh?"

Tifa
"Oh well..."

Barret
"We're gonna jump outta here!!
Follow me!!"

Tifa
"We got a lot of bottles ahead of us.
This's going to be tough."

Car #1: Locked Down
Upgrading to Level 2 Warning

Biggs
"Hurry!"

Wedge
"They're gonna lock the door, sir!"

Unidentified passengers located in Car #2
Preparing for Lock Down

Jessie
"Just run!"

"Changing to Plan 2!"

The following occurs if you are confined in the second train car

Barret
"What!!
That's it?!"

Tifa
"That didn't do anything!"

Barret
"We'll jump from here!!
Follow me, you 'sensitive leech!!"

Tifa
"Phew...
Be strong!"

Car #2: Locked down
Upgrading to Warning Level 3

Barret
"Awright!!
We clear!?"

Jessie
"Not yet. They're starting another check.
If we're caught, we're done for!"

"But, don't worry.
If we move up the train,
car by car, we should get past it!"

Unidentified Passengers:
Moving to front of Train
Currently tracking location

Car #3: Locked Down
Upgrading to Warning Level 4

The following occurs if you are confined in the third or fourth train cars

Barret
"The hell!
So this is as far as we go...?"

Tifa
"We were almost there."

Barret
"We're gonna jump off here!!
Follow me!!"

Tifa
"Don't worry!
Don't worry!"

Car #4: Locked Down
Upgrading to maximum security alert!!

Barret
"All right!!
We made it!"

Barret
"Yah!!
This way!!"

Barret
"Let's get it!!
We're gonna dive outta here!!"

Tifa
"...Scary...huh."

Cloud
"Too late to be saying that now.
Why'd you come along anyway?"

Tifa
"Because..."

Barret
"Hey you two!
There ain't no time for that!"

Tifa
"Yeah!!
I've made up my mind!"

"Watch closely.
I'm gonna jump!!"

Cloud
"You don't care
if I go first?"

Barret
"A leader always
stays till the end."
"Don't worry 'bout
me, just go!"

Barret
"Yah!!
Don't go gettin' your spiny-ass hurt!"

"It's only the beginnin' of the mission!"

Barret
"Later!
You take care of the rest!"

♥ Corkscrew Tunnel

Barret
"Good, so far everything's going as planned."

Barret
"Better not let your guard down till
we get to the Sector 5 reactor."

Barret
"Biggs, Wedge and Jessie
got everything ready for us.
So MOVE it."

Barret
"Well, the reactor's just down
this tunnel!"

The following occurs if you had to jump out from the first or second train car

Barret
"Oh man...
We were forced to get this far out."

Barret
"We can't just go back now.
We've gotta go on."

The following occurs if you had to jump out from the third or fourth train car

Barret
"That was close.
I thought we were gonna get caught..."

Barret
"They probably don't realize
that we've sneaked in yet.
We should get to the reactor in no time."

Barret
"That's one damn tiny hole.
You tellin' me to squeeze into
that to get under the Plate? No way!"

"Ye, Cloud, what're we gonna do?"

Look inside closely

Go down

Don't go down

CHAPTER

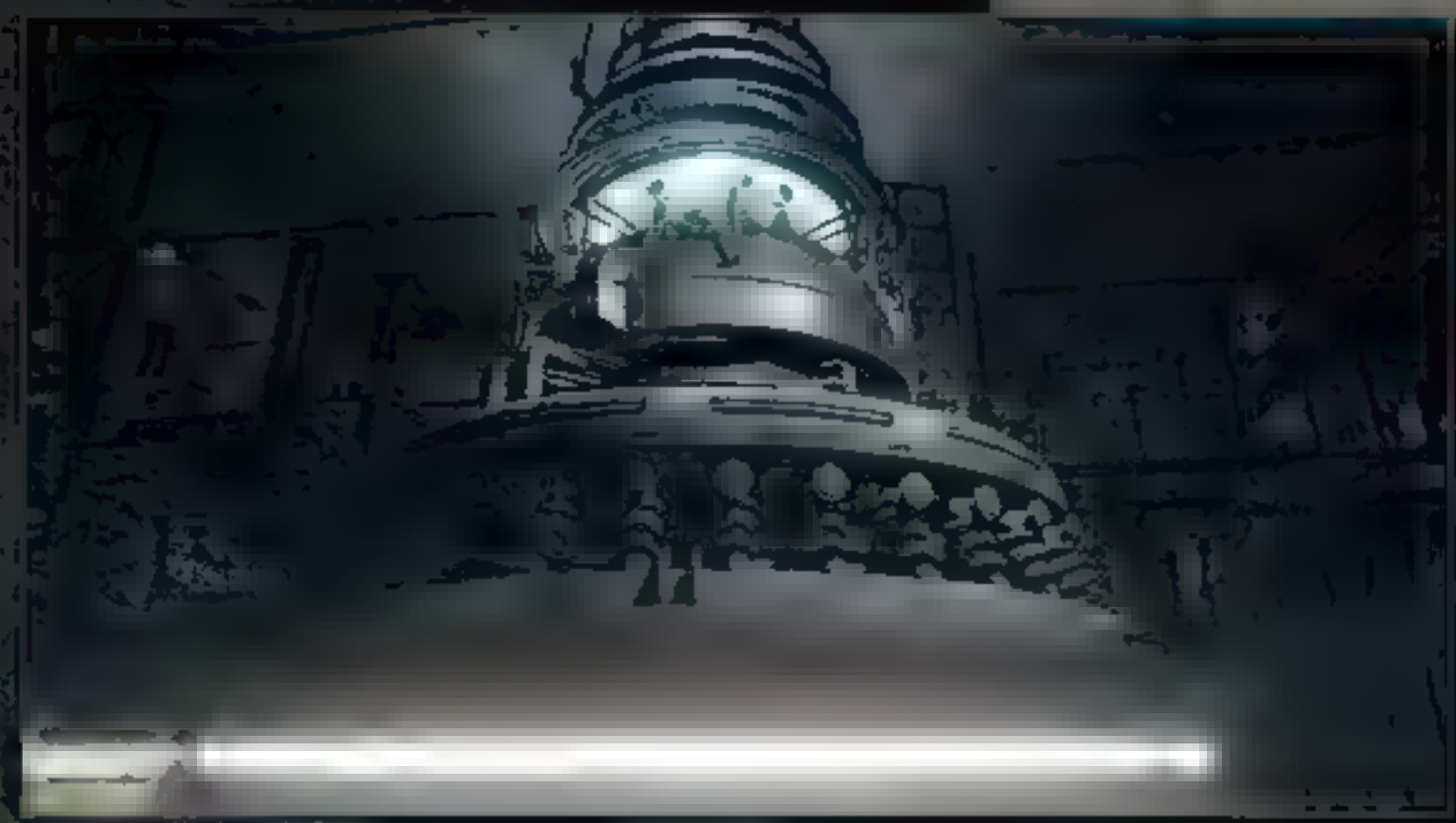
6

Light the Way

MAIN STORY DIGEST



"Sun lamps...
You think these are the place, huh?"



II Head for Section G

The underside of the plate is a labyrinth of crosswalks, many built from salvaged scaffolding used during Midgar's construction. Aiming for Mako Reactor 5, Cloud and his crew open the gate to Section G by shutting down one of the giant lamps illuminating the slums and diverting its power for emergency use.

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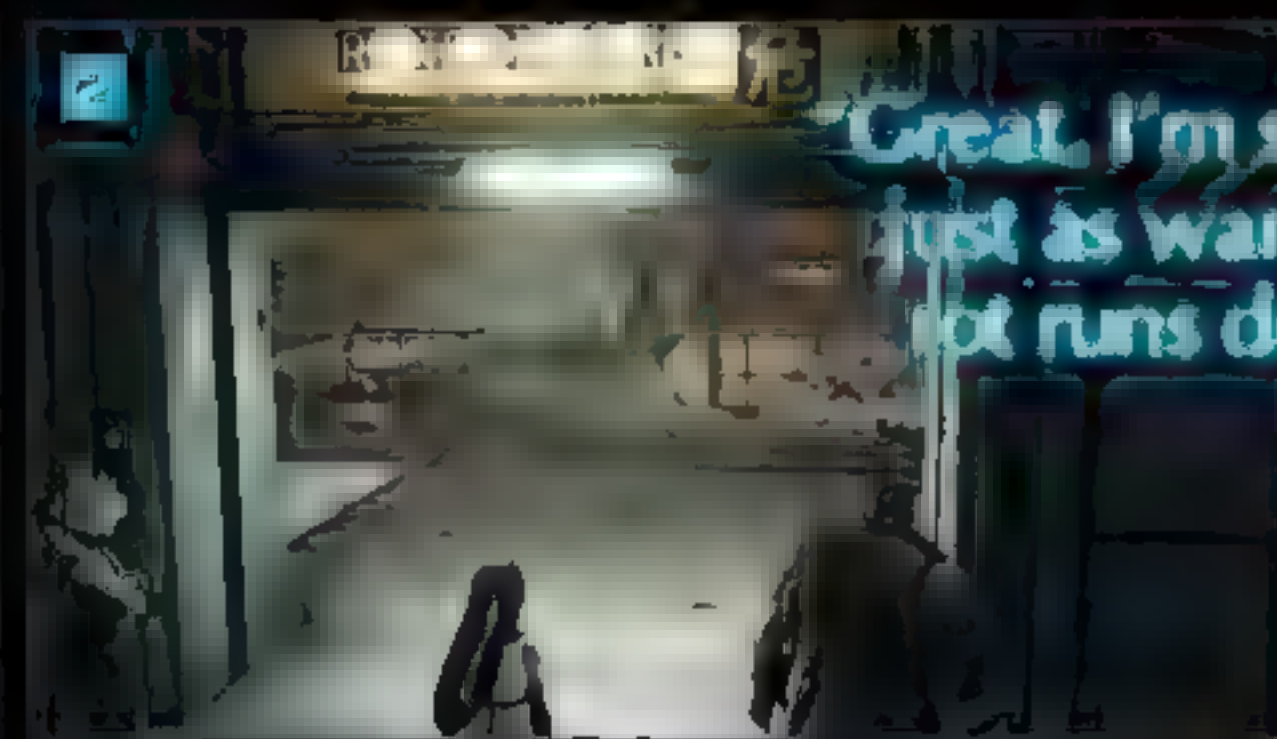
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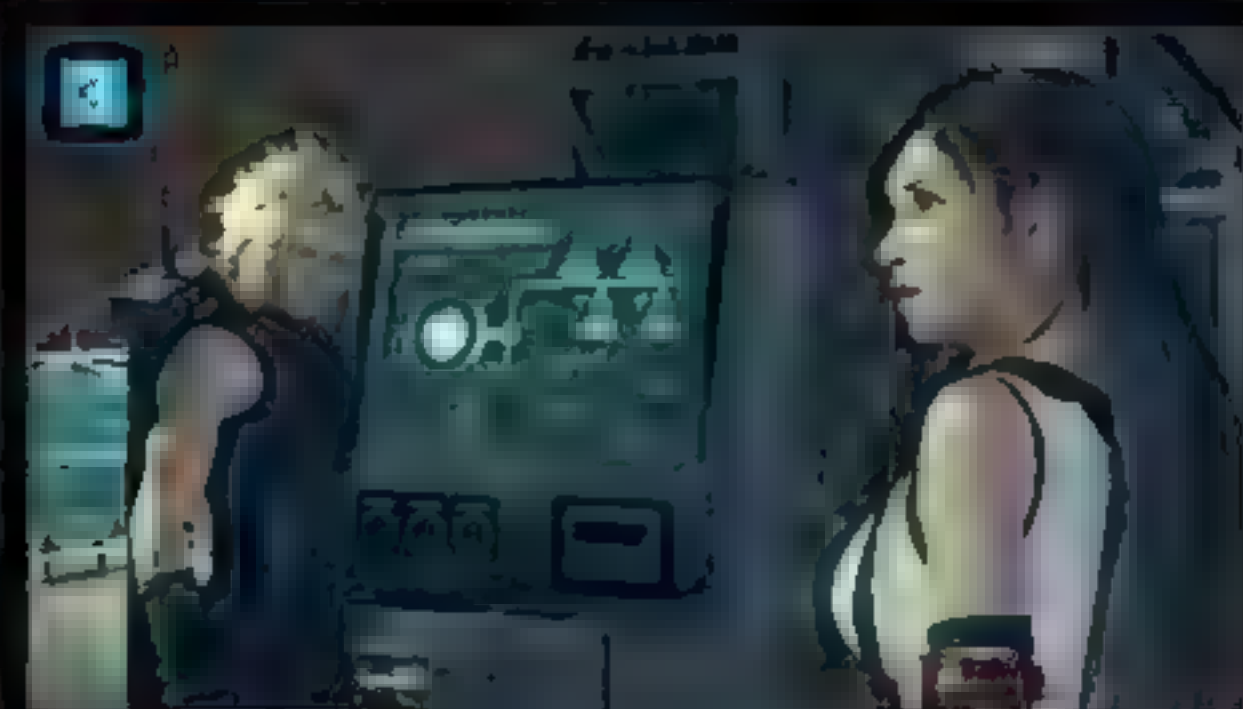


Great. I'm sure those things'll welcome us just as warmly as before. Tell you what, the rot runs deep in this damn pizza.



2 Head for Section H

Cloud and the others press on, routing the monsters nesting and breeding in the plate's underbelly. They brave the wind gusting from the ventilation fans and cross a large pipe heading for Section H.



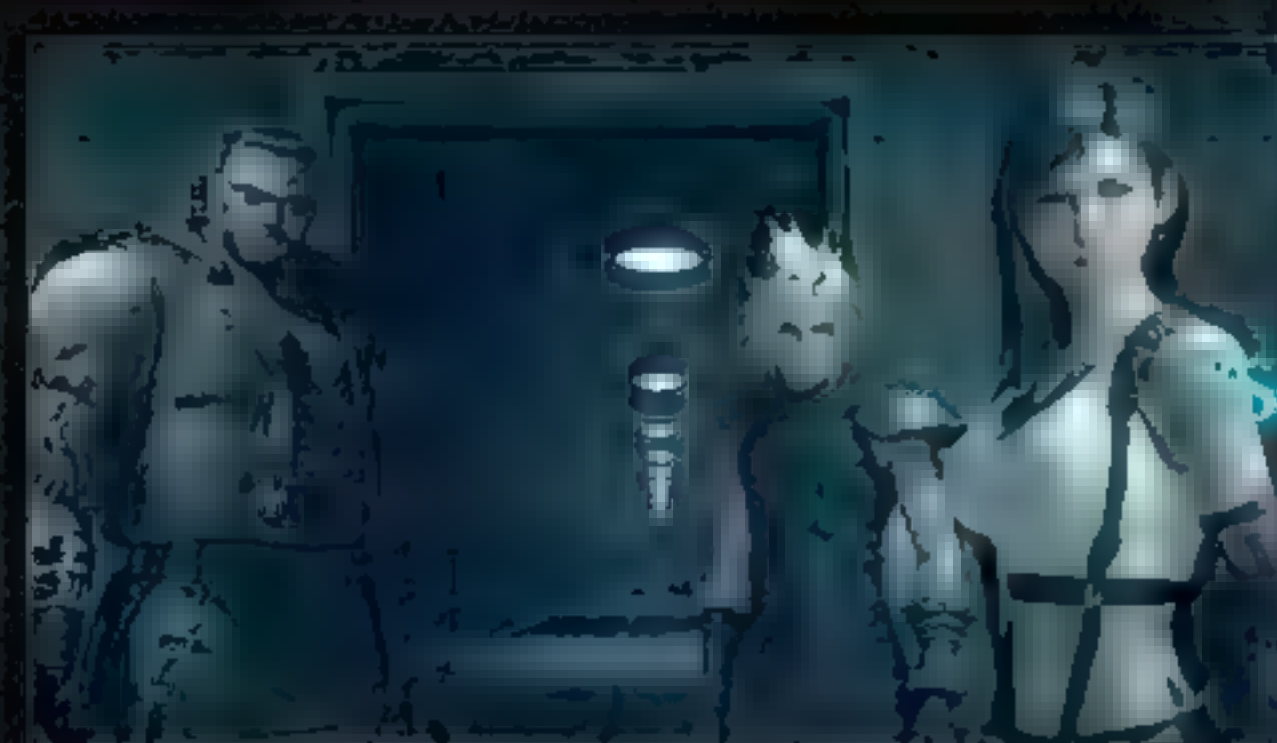
3 Power for the Platform

Section H is home to a central lift that connects to Mako Reactor 5. However, it's currently inoperable due to inadequate power. Cloud and the others move from location to location, turning off three huge lamps to divert the necessary power.



4 To the Cargo Platform

The party rides across on the central lift and joins up with Biggs, who's waiting for them at the rendezvous point. After receiving some supplies and grappling guns from Biggs, Cloud and his teammates finally gain entry to Mako Reactor 5.



So quiet I had no trouble securing your route into the reactor.

CHAPTER

7

A Trap Is Sprung

MAIN STORY DIGEST



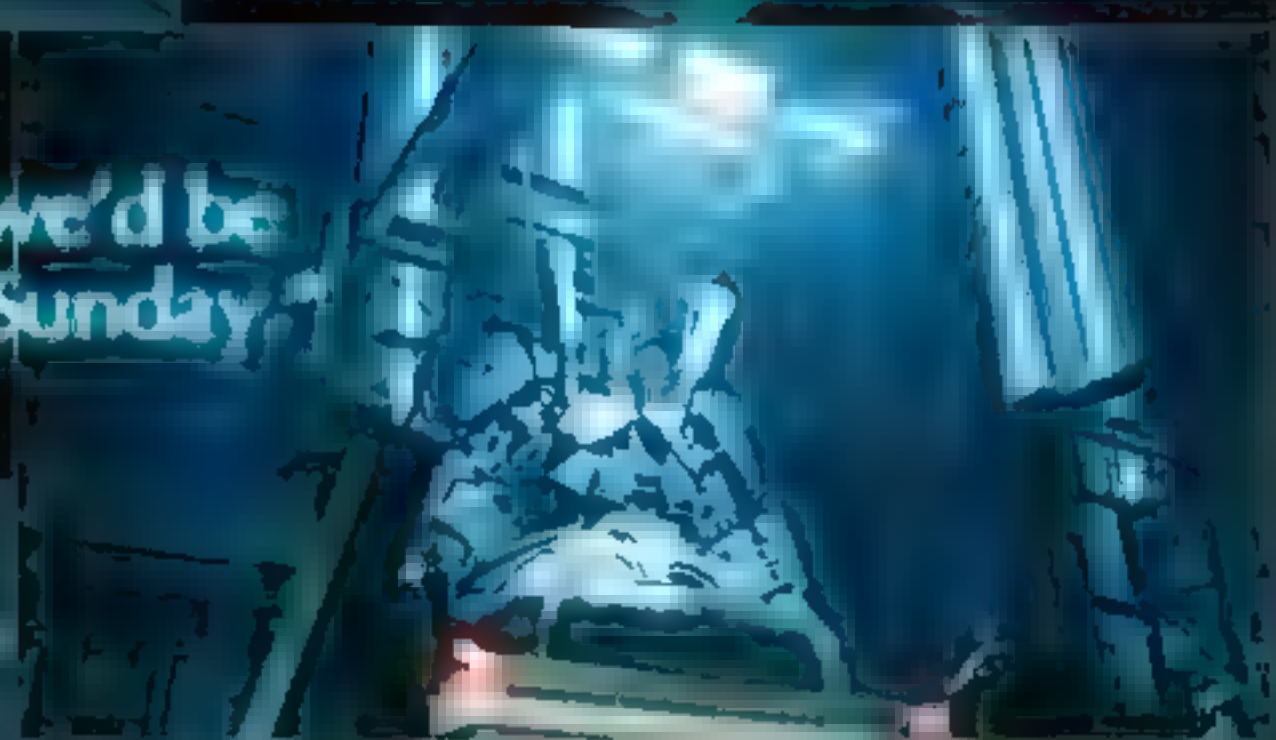
1 Reach Mako Storage

At last the group has infiltrated Mako Reactor 5. They proceed deeper into the facility, leery at the lack of security around the reactor. Upon reaching mako storage, Cloud approaches the core and prepares to plant the bomb, but is struck by another sudden headache...

"They sic this big boy on us, we'd be screwed six ways from Sunday."



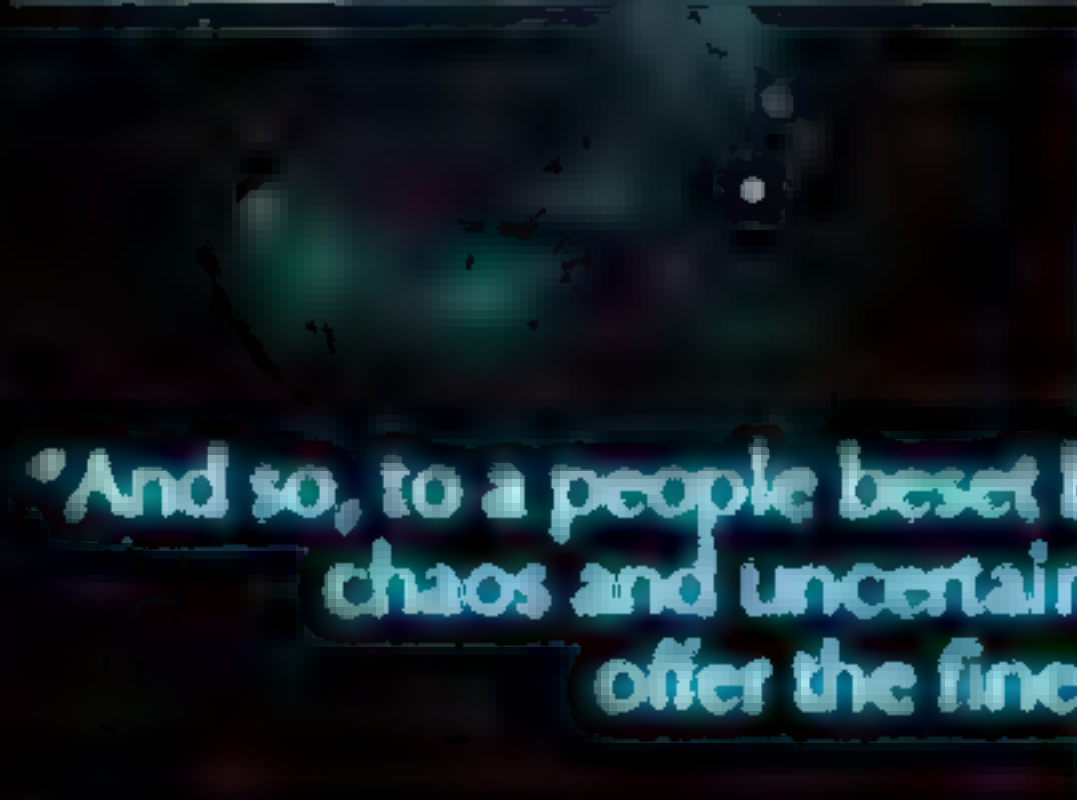
"Sephiroth... SOLDIERS... Mako... Shinra...
I'm sick of this! I'm sick of all of this!"





2 Escape from the Reactor

With the bomb planted, Cloud and the others make for the exit, but almost as if on cue, the ladder they came down on rises out of reach, cutting off their means of escape. The next moment, a giant hologram of Heidegger, director of Shinra's Public Security Division, appears before them, and reveals their entire operation thus far has been a trap carefully laid by Shinra. The company has lured Avalanche into the mako reactor and broadcasted every step of their criminal deed to the citizens of Midgar.

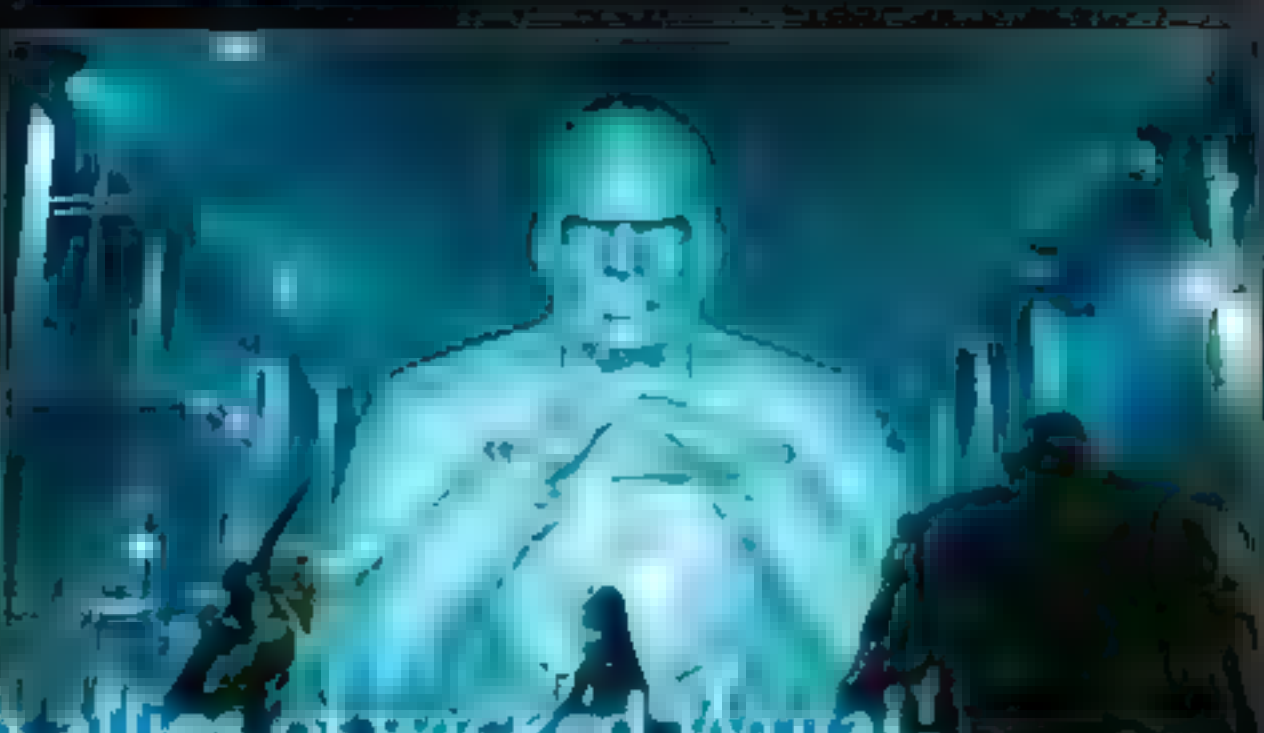
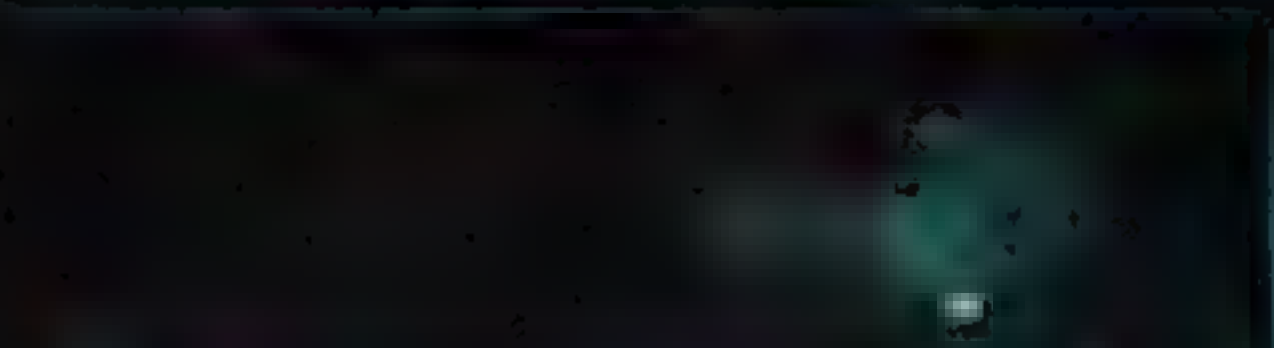


"And so, to a people beset by chaos and uncertainty, we will offer the finest provision."



3 Sentenced to Death

Apparently, Heidegger plans to use Avalanche's public execution as an opportunity to show Midgar's populace the 'cutting-edge' capabilities of Shinra's massive mobile mech, the Airbuster. Cloud and his companions attempt to avert their death sentence by sabotaging the Airbuster and forcing it into a weakened state.



"Then forth allies of wicked Wutai, our sworn enemy. Thank you for stoking our people's patriotic fervor."

4 Storm the Gates

Just as Cloud's team reaches the exit, a massive hologram of President Shinra—CEO of the titular company—rears up in front of them. Labeling the group as Wutai pawns, he sends out the Airbuster to dispose of them. Somehow the team emerges victorious, but Cloud is caught when the Airbuster explodes, and tumbles toward the earth below.



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Original 『FFVII』

Playback

PART
5

Sector 4 Plate Interior—
Mako Reactor 5

The Avalanche trio help out by guiding the party toward the Sector 4 plate's interior. Though split into a pincer formation, Cloud and the others manage to vanquish the Airbuster at Mako Reactor 5 by attacking it from behind to inflict heavy damage.

< Continued from Part 4 (see p. 233) >

Sector 4 Plate Interior

Wedge:
"Cloud, this way.
The reactor's up this ladder."

Jessie:
"I'm sorry."

Jessie:
"The ID scan problem on the train
was all my fault."

Jessie:
"I made your ID card special.
So that's why it happened..."

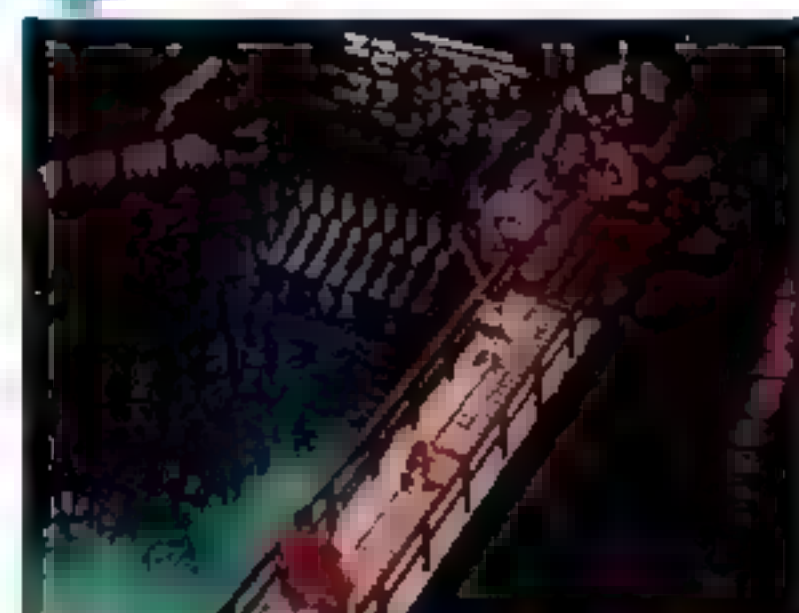
Jessie:
"I put my heart into making it.
But I failed."

Biggs:
"We're gonna pull out now.
We'll meet up at the hideout."

Biggs:
"Cloud, we're countin' on you
to blow the reactor!"

Mako Reactor 5

1



Tifa:
"Papa..."

Tifa:
"Sephroth!?"

Tifa:
"Sephroth did this to you, didn't he!?"

Tifa:
"Sephroth... SOLDIER...
Mako Reactors... Shinra... Everything!"

Tifa:
"I hate them all!"

Barret:
"Damn man, get a hold of yourself!"

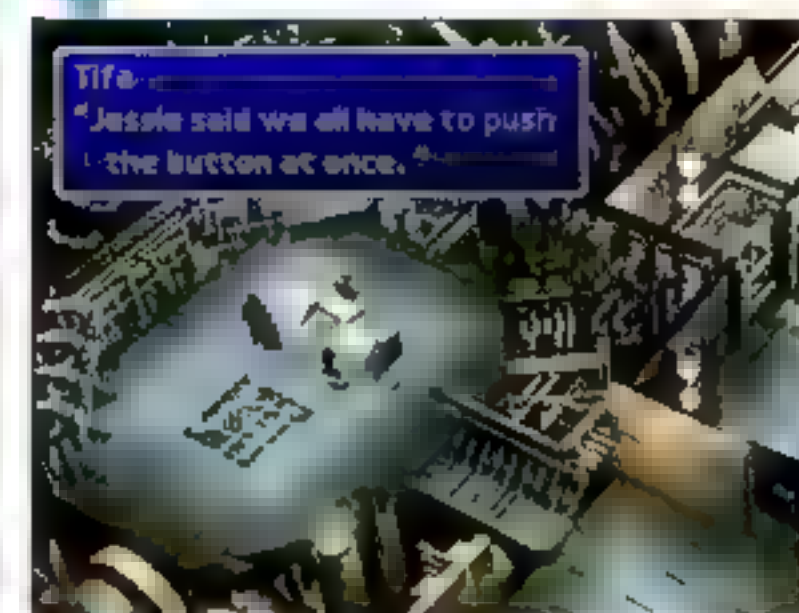
Tifa:
"You all right?"

Cloud:
"...Tifa."

Tifa:
"Mmm?"

Cloud:
"No... forget.
Come on,
let's hurry!"

1



Tifa:
"Jessie said we all have to push
the button at once."

Barret:
"Shinra soldiers!?"

Barret:
"SHIT!
What the hell's goin' on?"

Cloud:
"...a trap..."

Barret:
"Pres... President Shinra?!"

Tifa:
"Why is the
President here?!"

President Shinra:
"Hmm...
So you all must be that...
what was it?"

Barret:
"AVALANCHE! And don't ya forget it!
And you're President Shinra, huh?"

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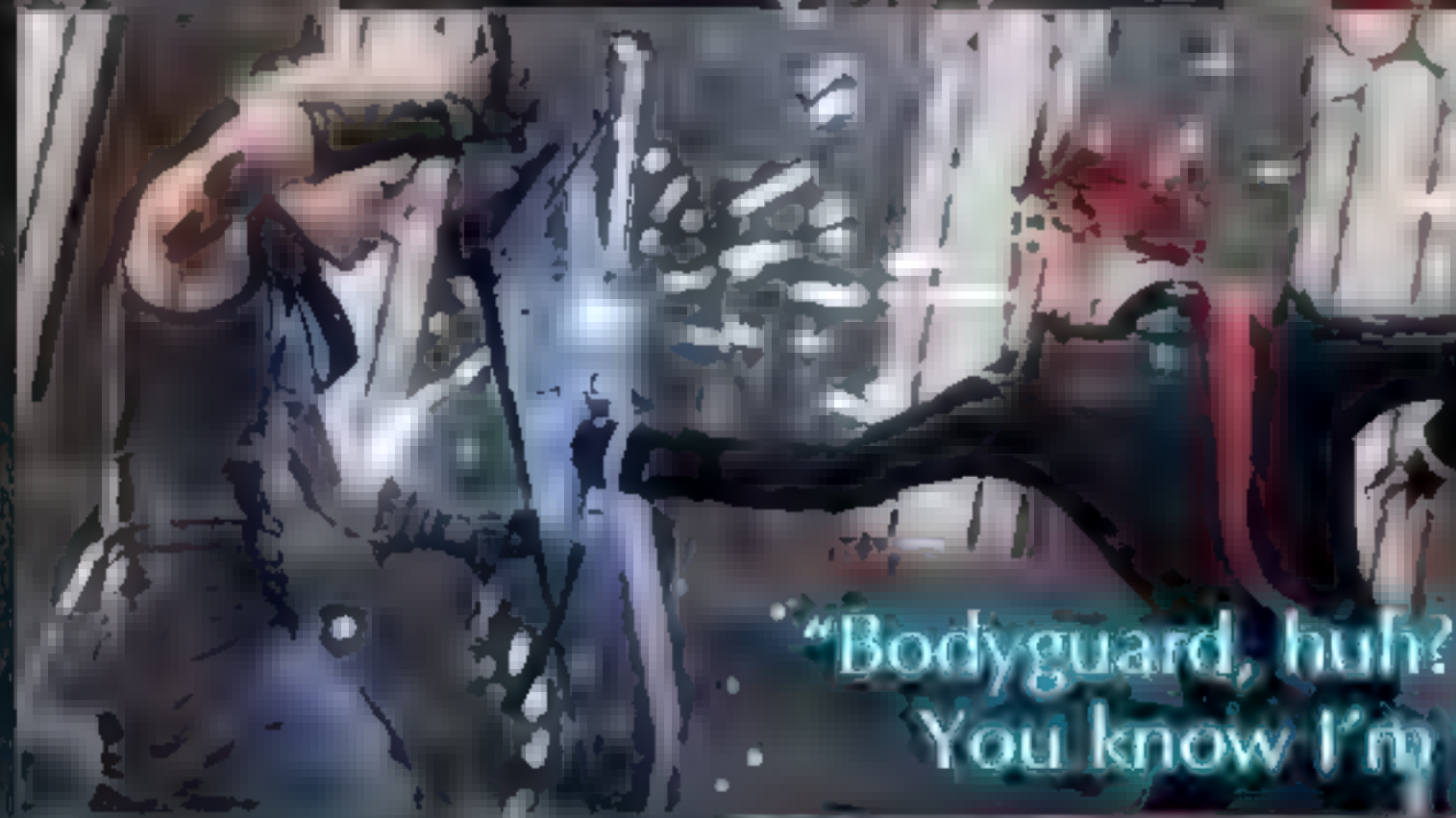
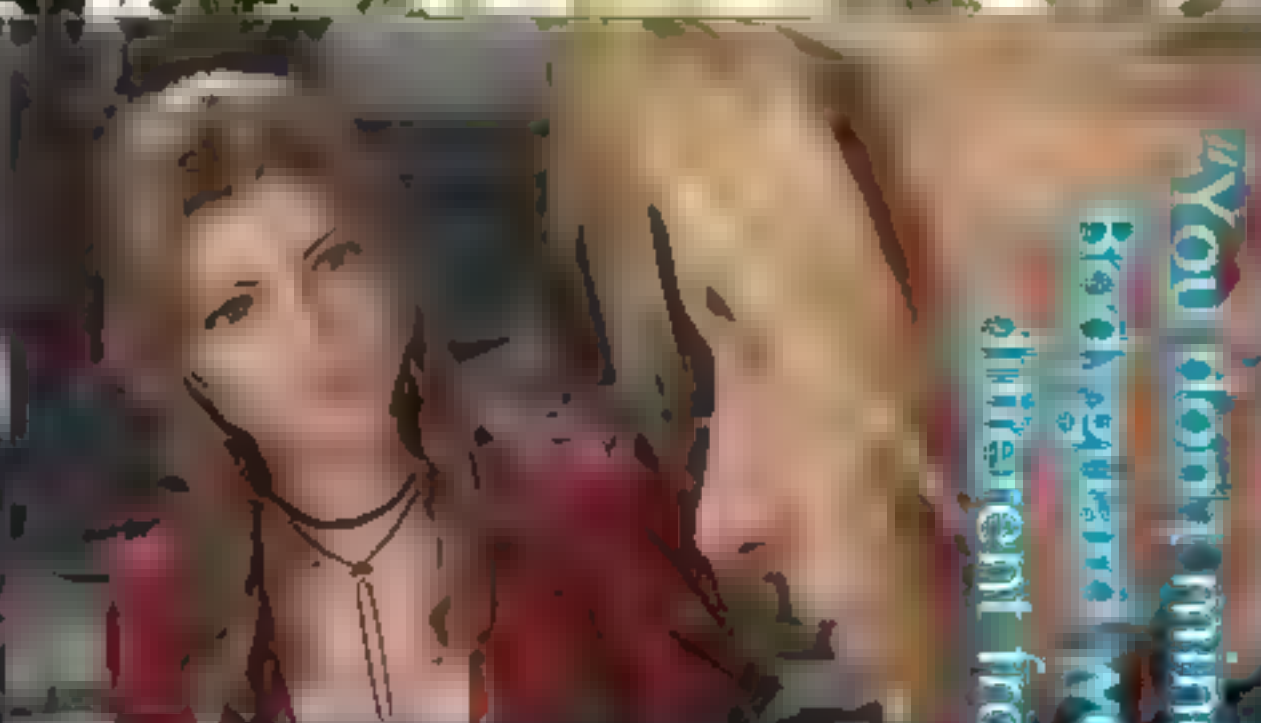
8

Budding Bodyguard

MAIN STORY DIGEST

■ Second Chance Meeting

Cloud awakens to find himself in a church in the Sector 5 slums. By his side is Aerith, the woman he met earlier selling flowers in Sector 8. Aerith is delighted by their reunion, but they're soon interrupted by Reno, a member of the Turks—the Auditing Department of Shinra's General Affairs Division. Agreeing to be Aerith's bodyguard in exchange for "one date," Cloud faces off against Reno. Just as he's about to deal the finishing blow, a swarm of robed monsters appear and whisk Cloud and Aerith away to the back of the church.



"Bodyguard, huh?
You know I'm hers too, right?"

"You don't mind, do you?
Bodyguard work's not too
different from merc stuff, right?"



2 Escape from the Church

3 Head for the Station

Aided by the robed monsters, Cloud and Aerith manage to shake off their Shinra pursuers and exit the church via the attic. Why is Aerith being targeted by Shinra—and what exactly are these robed monsters they keep encountering? Pondering these and several other questions, Cloud leads Aerith along the roofs of some old, abandoned houses and makes for the Sector 5 slums station.



This is a difficult environment with you.



"Then let's stick to the backstreets? There will be monsters."

4 The Station

5 Through the Backstreets

A Shinra military chopper descends near the Sector 5 slums station, and Rude—another member of the Turks—jumps off along with several troopers. Cloud and Aerith decide to take a detour in hopes of evading Shinra's patrol, and make for the Sector 5 slums along a series of trash-heaped back roads.



6 Sector 5 Slums Monitor

Cloud and Aerith arrive at the center of the Sector 5 slums to find a public television broadcasting the news of Mako Reactor 5's explosion. Gazing at the screen with a mixture of emotions, the pair continue walking and head for Aerith's house.

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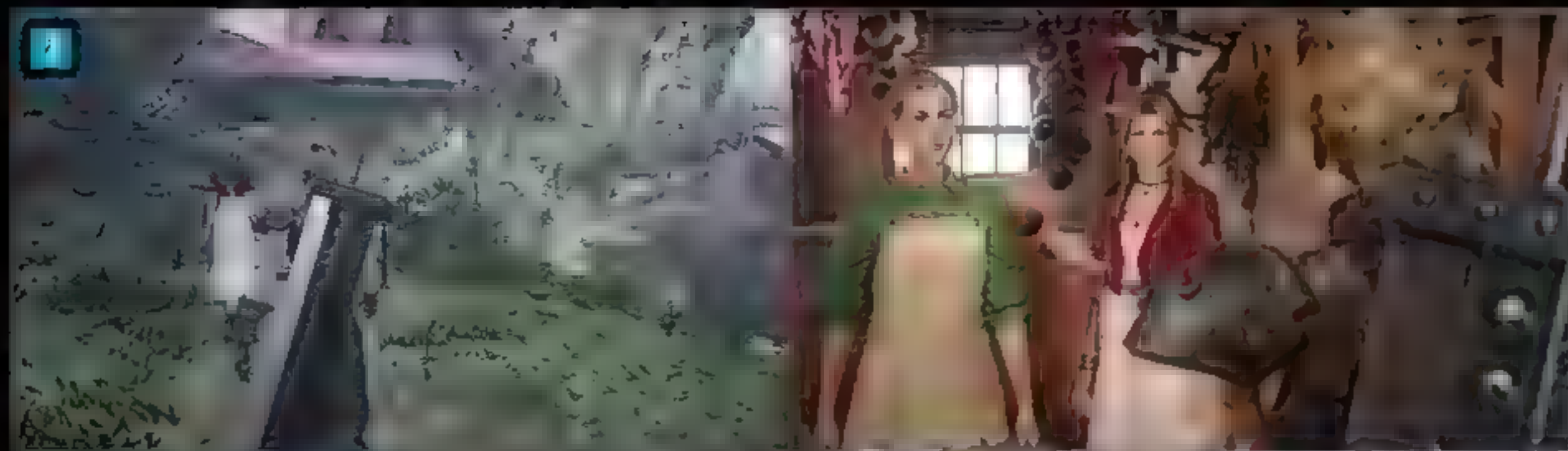
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7 To Aerith's House

Cloud fulfills his role as a bodyguard and delivers Aerith safely to her home. Considering his job finished, Aerith insists on returning the favor and escorting Cloud to the Sector 7 slums. In the end, Cloud surrenders to her demands and agrees to spend the night before returning.



8 Leaf House Delivery

Cloud helps Aerith pick flowers for a local orphanage called the Leaf House. After delivering them, Cloud takes a stroll around the slums as he waits for Aerith to finish her business.



"Yeah, two of 'em disappeared. They ran away after this creepy guy wearing black clothes showed up."

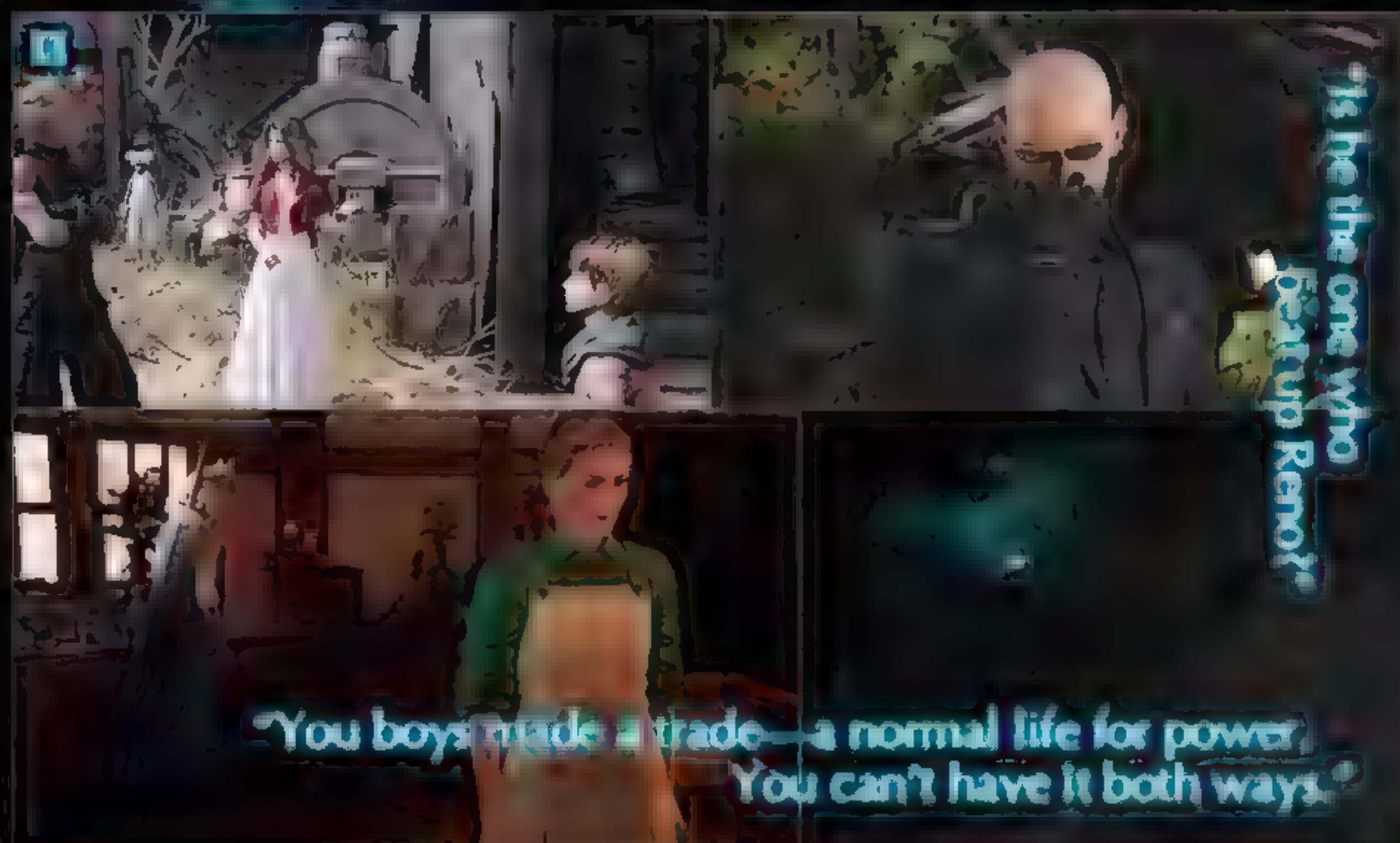


9 Danger in the Hideout

Cloud returns to Aerith accompanied by a young slum dweller named Oates, who urgently requests her help. Apparently, some children playing at the hideout were spooked when a man in a tattered black cloak suddenly appeared, and ended up fleeing into a monster's lair. Cloud and Aerith go off in search of the children and rescue them from danger.

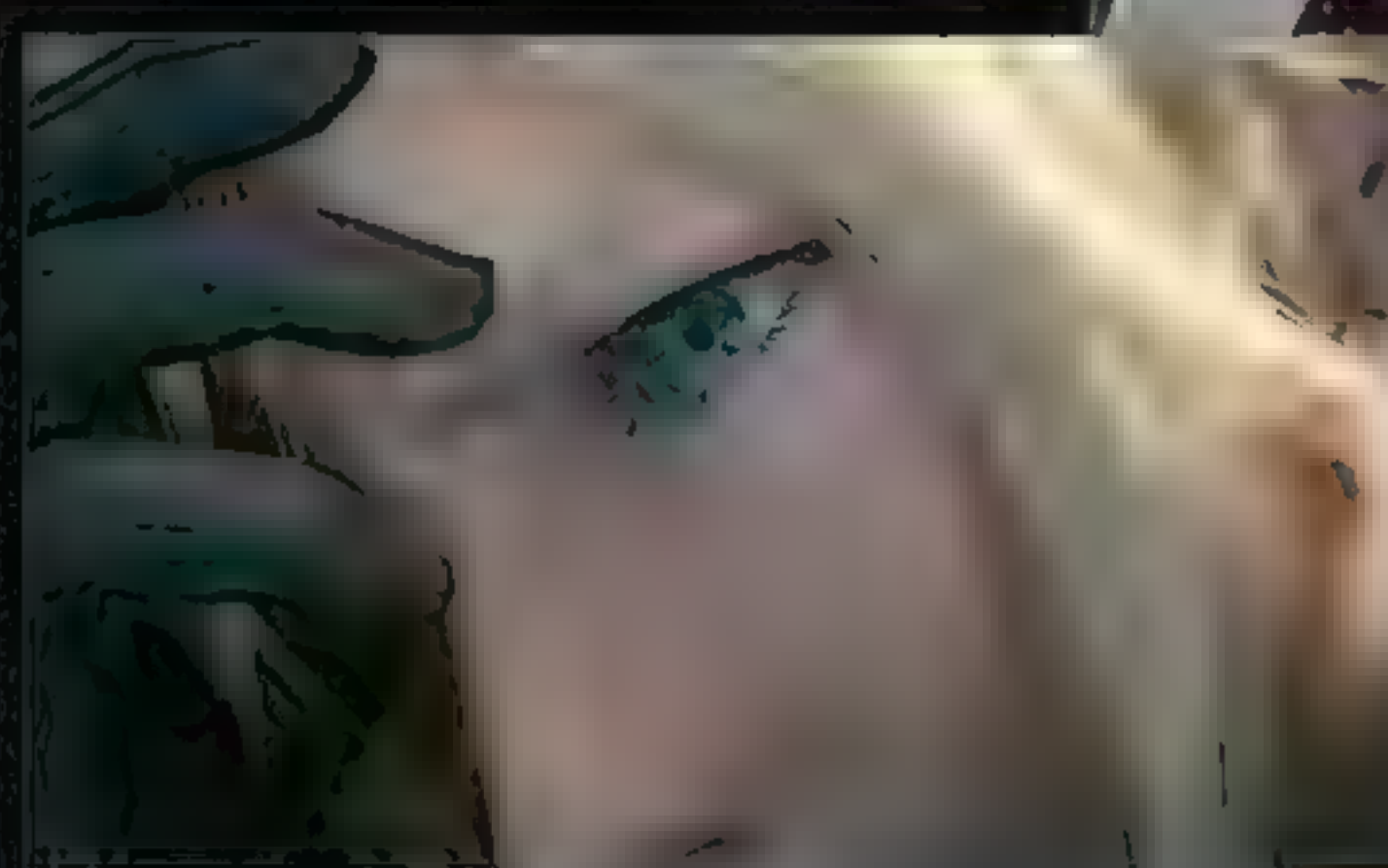
10 Escort the Children

When Cloud and Aerith return the rescued children to Oates, the man in the tattered black cloak shows up again at the hideout. The moment the man grasps Cloud's arm, he's overcome by another violent headache, and sees a vision of Sephiroth. Cloud wonders if this man who supposedly died five years ago could possibly still be alive. When he says as much to Aerith, she gives him a vague reply.



11 Requests for the Mercenary

After finishing up the "merc work" Oates proposes he do, Cloud heads back to Aerith's house, foiling Rude's ambush along the way. He agrees to sleep over and depart with Aerith in the morning, but her mother Elmyra privately requests that he leave on his own that night.



12 The Price of Strength

Night falls and Cloud departs the house alone—only to find Aerith waiting for him at the slum's exit, as if she'd seen through his entire plan. She explains that she followed because she wants to spend more time with him. Taken aback by her extreme forthcomingness, Cloud asks Aerith to serve as his guide to the Sector 7 slums. But when he catches sight of her back as she skips joyfully away, a tear inexplicably falls from one of his eyes.

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Cloud's conversation with Aerith upon reuniting can vary drastically depending not only on which dialogue options you pick but on whether you chose to buy a flower in Sector 8 (see p. 200). In the scene where Cloud sneaks out of Aerith's house late at night, he'll be caught by Aerith if he runs for even a second.

< Continued from Part 5 (see p. 255) >

Church in the Slums

.....You all right?

.....Can you hear me?

Cloud

.....Yeah.....

Back then.....

You could get by with

just skinned knees.....

Cloud

.....What do you mean by "back then"?

What about now?

Can you get up?

Cloud

.....What do you mean by "that time"?

.....What about now?

.....Don't worry about me. I'm fine.

You just worry about yourself now.

.....Can you move?

Cloud

.....I'll give it a try.

"Oh! It moved!"

.....How about that?

Take it slow now.

Little by little.....

Cloud

.....I knew.

"Hello, hello?"

Cloud

"Hey...who are you?"

"Hello, hello!"

"You okay?"

"This is a church in

the Sector 5 slums."

"You suddenly fell on top of me.

It really gave me a scare."

Cloud

"I just came crashing down!"

"The roof and the flower bed

must have broken your fall.

You're lucky."

Cloud

"Flower bed...is this yours?"

Cloud

"Sorry about that."

"That's all right.....

The flowers here are quite resilient

because this is a sacred place."

"They say you can't grow

grass and flowers in Midgar."

"But for some reason, the flowers

have no trouble blooming here."

"I love it here."

"So, we meet again."

"Don't you remember me?"

"Yeah, I remember you."

"Never saw you before."

If you choose "Never saw you before," the following response is given.

"I guess you don't remember."

"You were walking in a daze."

If you bought a flower

"Thanks for buying

my flowers."

If you didn't buy a flower

"You didn't buy any

flowers from me though."

Cloud

"Yeah, I remember..."

"You were selling flowers"

"You're the slum drunk."

"Oh! I'm so happy!"

"Thanks for buying

my flowers."

If you didn't buy a flower

"You didn't buy any flowers from me though."

"Well, that's okay."

If you choose "You're the slum drunk," the following response is given.

"Excuse me, but that's really rude!"

If you bought a flower

"But I'll forgive you, because you

bought flowers from me."

If you didn't buy a flower

"You didn't buy any flowers from me though."

"Well, that's okay."

"Say, do you have any materia?"

"Yes, some."

Cloud

"Nowadays you can find materia anywhere."

"But mine is special."

"It's good for absolutely nothing."

Cloud

".....good for nothing?"

"You probably just don't know how to use it."

"No, I do....."

"It just doesn't do anything."

"I feel safe just having it."

"It was my mother's....."

"Say, I feel like talking."

"Do you feel up to it?"

"After all....."

"Does it seem like we're meeting again, right?"

"I'm not sure."

"Get nothing to talk about."

"Wait here. I've got to check

my flowers. It'll just be a minute."

If you choose "Get nothing to talk about," the following response is given.

".....oh, I see."

"Ahhh, I wonder whose fault that is."

"It takes a lot to grow them, you know."

"Poor flowers."

"Just a little longer."

"Oh!"

"Now that you mention it....."

"We don't know each other's names, do we?"

"My name is....."

"I'm Aerith, the flower girl."

"Nice to meet you."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Cloud

"The name's Cloud."

Aerith

"Oh..... a jack of all trades."

Cloud

"Yeah, I do whatever's needed."

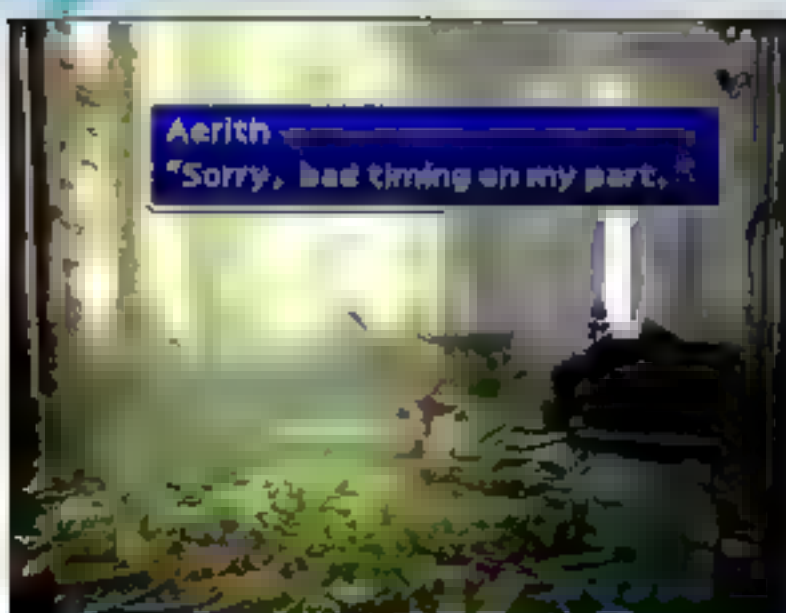
Cloud

"What's so funny?"

"What are you laughing at?"

Aerith

"Sorry..... just."



Aerith
"Sorry, bad timing on my part."

Aerith
"Cloud!
Don't let it get to you!"

Aerith
"Say, Cloud,
Have you ever been a bodyguard?"

Aerith
"You DO do everything, right?"

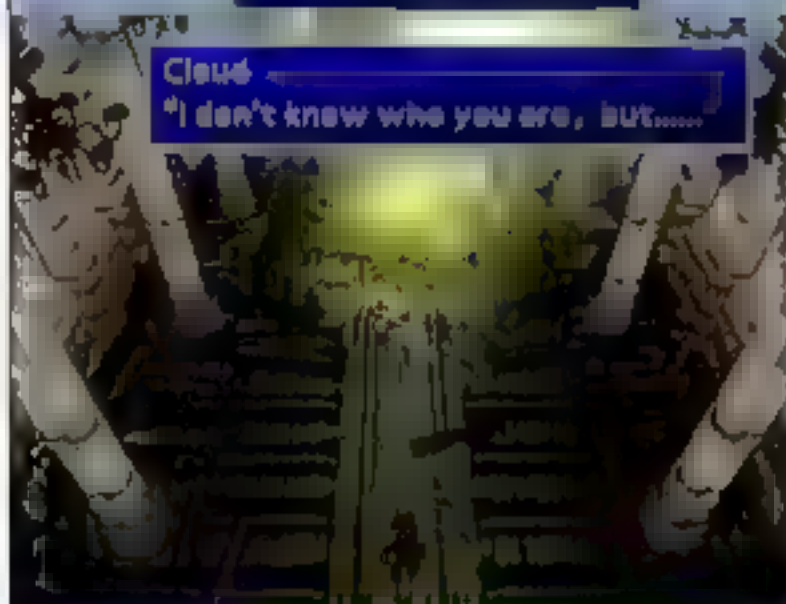
Cloud
"Yeah, that's right."

Aerith
"Then, get me out of here.
Take me home."

Cloud
"OK, I'll do it...
but it'll cost you."

Aerith
"Well then, let's see..."

Aerith
"How about one date?"



Cloud
"I don't know who you are, but..."

Cloud
"You don't know me...?"

Cloud
"Oh yeah...I know you."

Cloud
"that uniform..."

"Hey sis,
this one's a little weird."

Cloud
"Shut up! You Shinra spy!"

"Reno!
Want him taken out?"

Reno
"I haven't decided yet."

Aerith
"Don't fight here!
You'll ruin the flowers!"

Aerith
"The exit is back there."



Reno
"They were...Mako eyes."

Reno
"Yeah, all right.
Back to work, back to work."

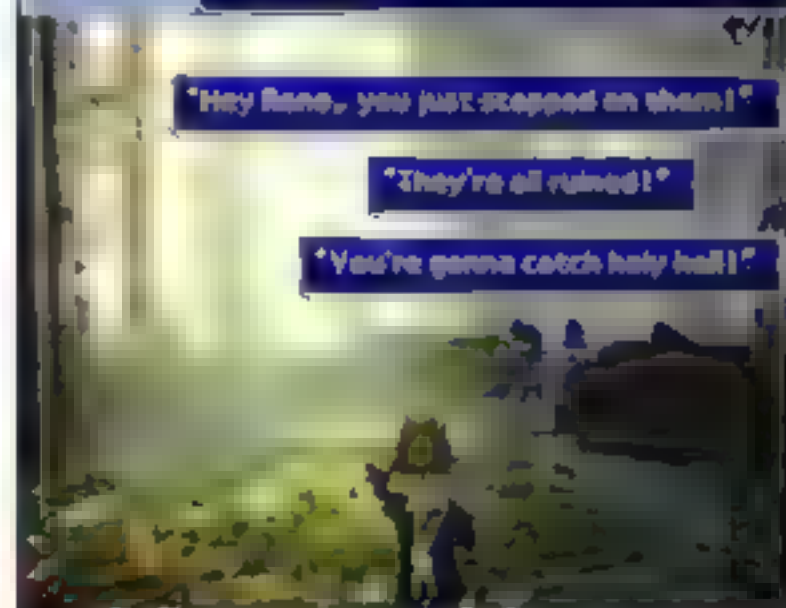
Reno
"Oh!"

Reno
"And don't step on the flowers..."

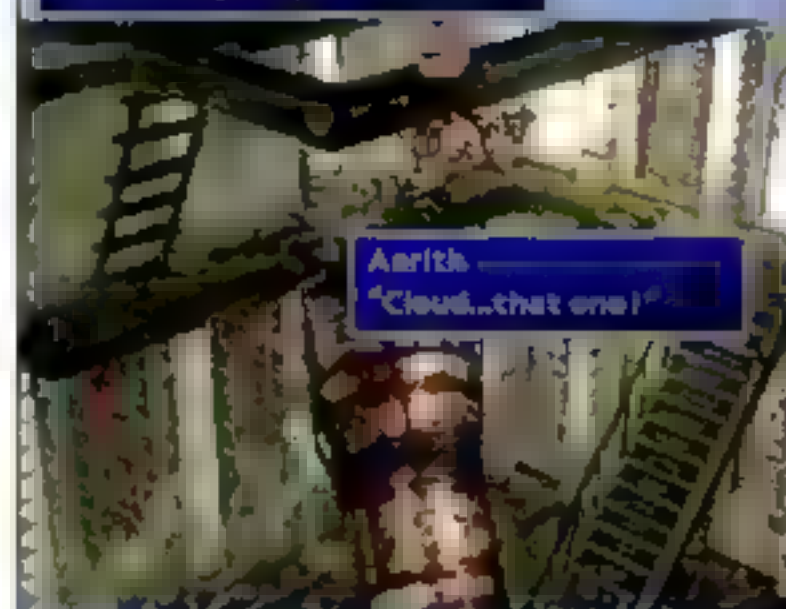
"Hey Reno, you just stepped on them!"

"They're all ruined!"

"You're gonna catch holy hell!"



Reno
"There they are, over there!"



Aerith
"Cloud...that one!"

Cloud
"I knew...
Looks like they aren't going to let us go."

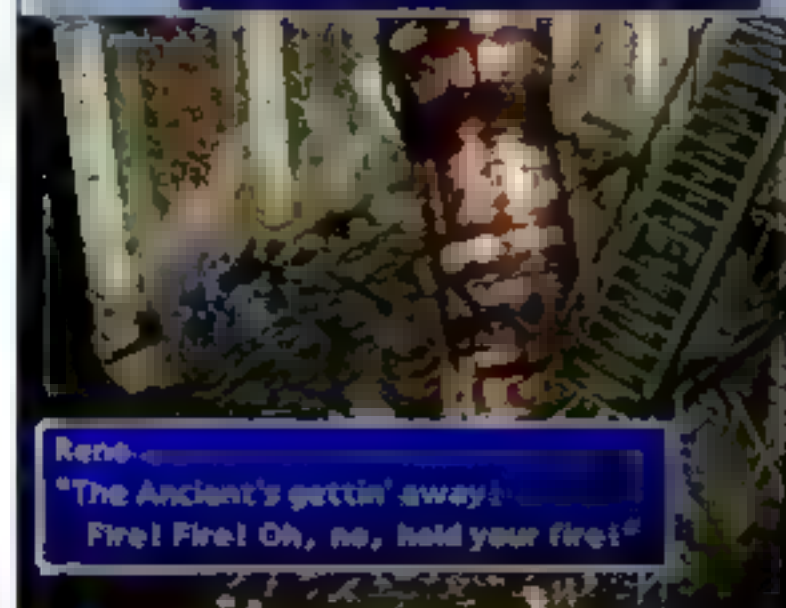
Aerith
"What should we do?"

Cloud
"Well we can't let them catch us, can we?
Then, there's only one thing left."

Cloud
"Aerith!
This way!"

Cloud
"You'll be alright.
I'll catch you."

Aerith
"Alright.
Please make sure you catch me."

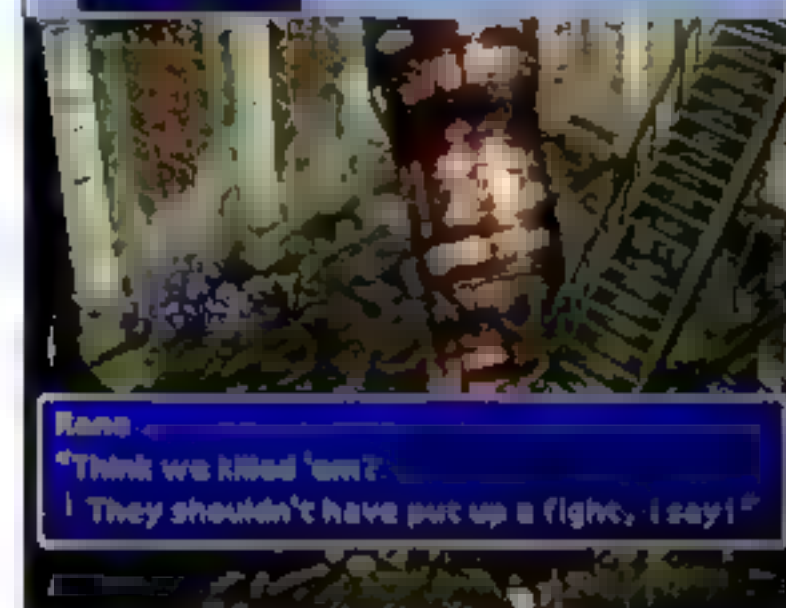


Reno
"The Ancient's gettin' away!
Fire! Fire! Oh, no, hold your fire!"

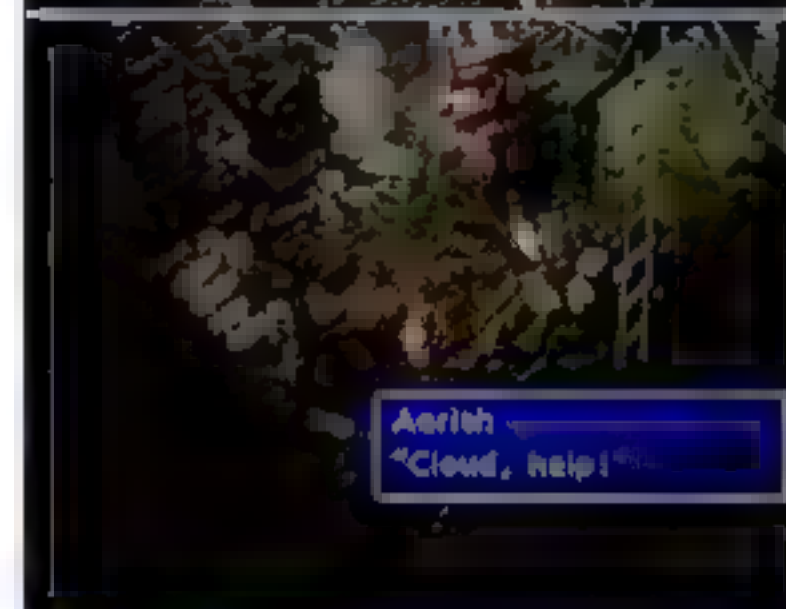


Aerith
"Eeygh!"

Cloud
"Aerith!"



Reno
"Think we killed 'em?
They shouldn't have put up a fight, I say!"



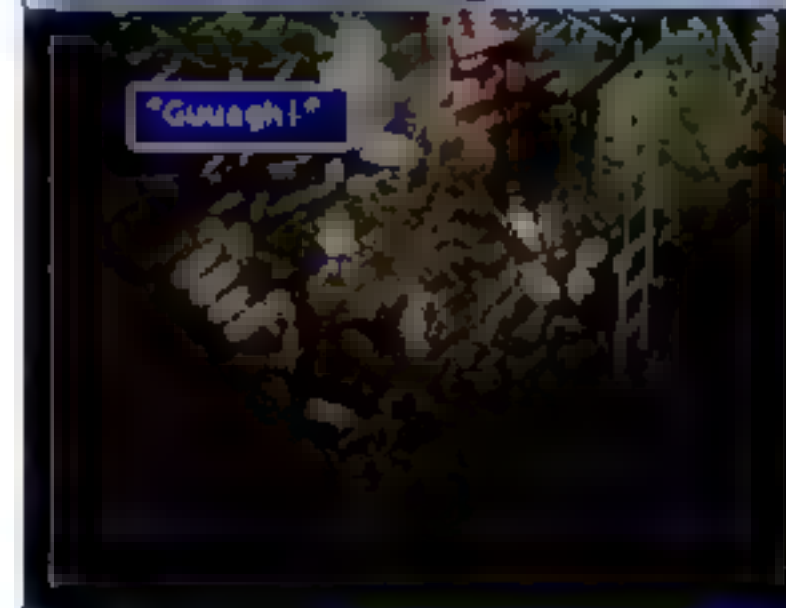
Aerith
"Cloud, help!"

Cloud
"Damn!"

Cloud
"What's that?"

Cloud
"Aerith!
Hold on a minute!
Fight 'em!
RUN!"

Here's a barrel.
If I can just push it over..."



"Guagh!"

Aerith
"Thanks, Cloud."



Aerith
"Thanks, Cloud."

Continued from Previous Page

Sector 5 Slum

Aerith
"He, he...
They're looking for
me again."

Cloud
"You mean it's not the
first time they've
been after you?"

Aerith
"No."

Cloud
"They're the Turks."

Aerith
"Hnnnnnn."

Cloud
"The Turks are
an organization in Shinra.
They scout for possible
candidates for SOLDIER."

Aerith
"This violently? I thought they
were kidnapping someone."

Cloud
"They're also involved in a lot
of dirty stuff on the side."

"Spying,
murder...you know."

Aerith
"They look like it."

Cloud
"But, why're they after you?
There must be a reason,
right?"

Aerith
"No, not really. I think they
believe I have what it
takes to be in SOLDIER."

Cloud
"Maybe you do...
You want to join?"

Aerith
"I don't know... but I don't want to
get caught by THOSE people!"

Cloud
"Then, let's go!"

Aerith
"Wait...
Wait, I said!"

Aerith
"Puff...
I wheeze..."

"Slow...down...
Don't leave me..."

Cloud
"Funny..."

"I thought you were cut
out to be in SOLDIER?"

Aerith
"Oh! You're terrible!"

Aerith
"Hey...Cloud, ...
Were you...ever in SOLDIER?"

Cloud
"..."

Cloud
"I used to be...
How did you guess?"

Aerith
"Your eyes...
They have a strange glow..."

Cloud
"That's the sign of those who
have been infused with Mako..."

Cloud
"A mark of SOLDIER. But, how
did you know about that?"

Aerith
"Oh, nothing."

Cloud
"Nothing..."

Aerith
"Right, nothing!"

Aerith
"Come on, let's go!
Bodyguard!"

Aerith
"Whew! Finally made it off!
Now what..."

Aerith
"My house is over here...
Hurry before he comes."

Aerith
"This guy are sick."

"He passed out nearby and
someone must have helped him here."

Shabby-looking man
"ooh...ooh...aghhhh..."

Aerith
"This is the one...
Won't you help him?"

Cloud
"Listen, I'm no doctor..."

Aerith
"No...I guess not..."

Aerith
"Hey...that man has a tattoo...
I think it was the number 2."

Aerith's House

Aerith
"I'm home, mom."

Aerith
"This is Cloud...
My bodyguard."

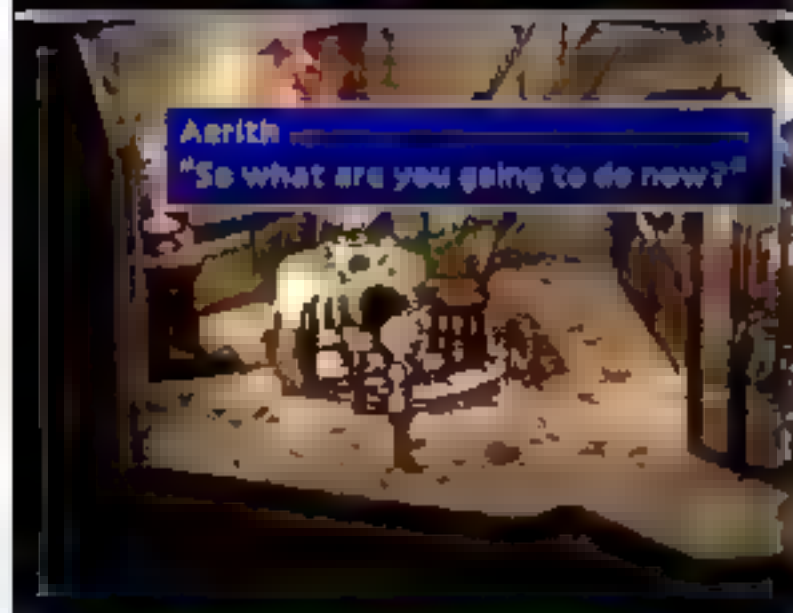
Elmyra
"Bodyguard...?
You mean you were followed again?"

Elmyra
"Are you all right!?
You're not hurt, are you!?"

Aerith
"I'm all right. I had Cloud with me."



Elmyra
"Thank you, Cloud."



Aerith
"So what are you going to do now?"

Cloud
"Is Sector 7 far from here?
"I want to go to Tifa's bar."

Aerith
"Is Tifa a girl?"

Cloud
"Yeah."

Aerith
"A girl...friend?"

Cloud
"Girlfriend?"
"No way!"
"Yeah, that's right."

Aerith
"Hee hee hee..."

Aerith
"It's nothing to be embarrassed
about. But if you say so."

If you choose "Yeah, that's right," the following response is given.

Aerith
"Oh, how nice."



Aerith
"Well, that's...nice."

Aerith
"Let's see, Sector 7?
"I'll show you the way."

Cloud
"You gotta be kidding...
"Why do you want to put
yourself in danger again?"

Aerith
"I'm used to it."

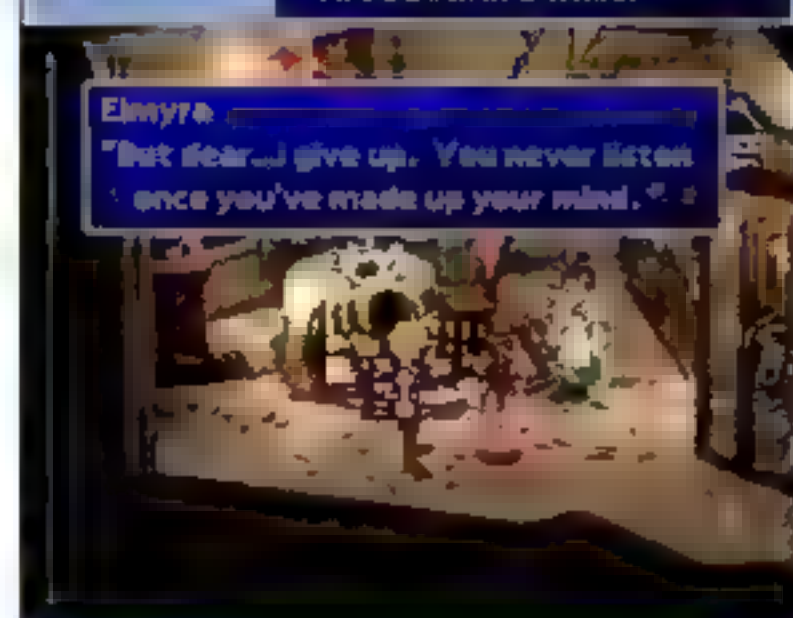
Cloud
"Used to it?"

Cloud
"Well, don't know...
"getting help from a girl."

Aerith
"A girl! What do you mean by that?"

Aerith
"You expect me to just sit by and listen,
after hearing you say something like that?"

Aerith
"Mom?
"I'm taking Cloud to Sector 7.
"I'll be back in a while."



Elmyra
"But dear... give up. You never listen
once you've made up your mind."

Elmyra
"But if you must go, why don't you go
"somewhere? It's getting late now."

Aerith
"Yeah, you're right, mom."

Elmyra
"Aerith, please go and make the bed."



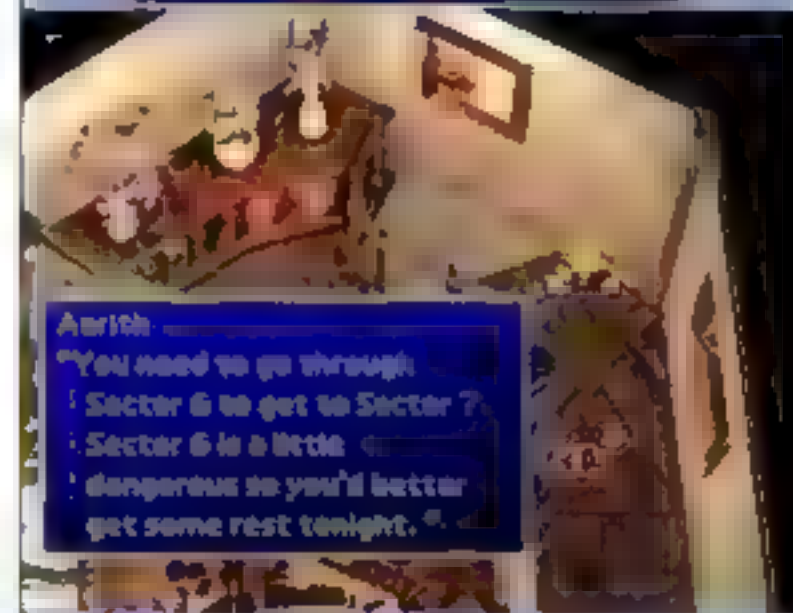
Elmyra
"That glow in your eyes...
"you're from SOLDIER, right?"

Cloud
"Yeah...
"Rather I used to be..."

Elmyra
"I don't know how to say this, but..."

"Would you please leave here, tonight?
"Without telling Aerith."

Elmyra
"SOLDIER...the last thing Aerith
needs is to get her feelings hurt
again..."



Aerith
"You need to go through
"Sector 6 to get to Sector 7.
"Sector 6 is a little
"dangerous so you'd better
get some rest tonight."

Aerith
"Cloud..."

Aerith
"Good night."

Cloud
"Oh, Mom..."

"...seem pretty tired..."

Cloud
"...?"
"I haven't slept in a bed like this
"in a long time."

Cloud
"...Oh, yeah."
"Ever since that time."



Cloud's Dream

"My, how you've grown."

"I'll bet the girls never
leave you alone."

Cloud
"...Not really."

"I'm worried about you."

"There are a lot of temptations in the city..."

"I'd feel a lot better if you just settled down
and had a nice girlfriend."

Cloud
"...I'm all right."

"You should have..."

"an older girlfriend, one that'll
take care of you."

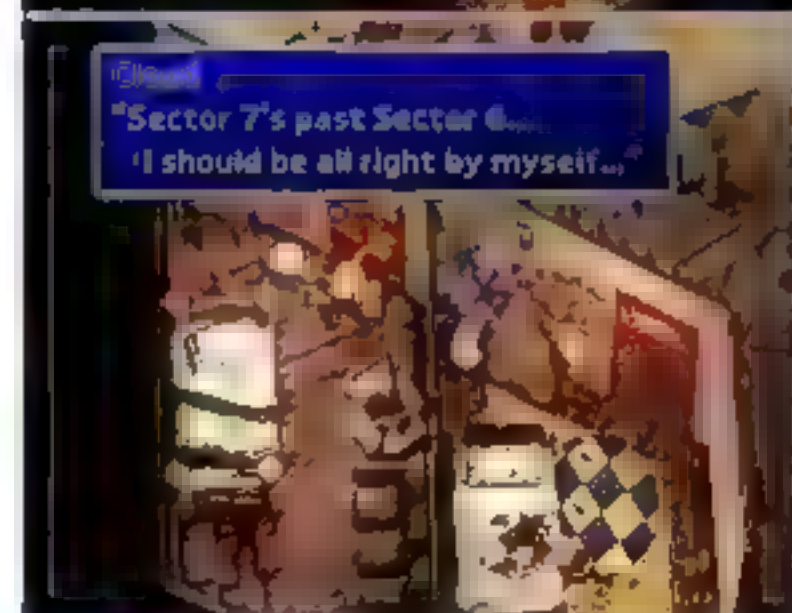
"I think that would be the
perfect type for you."

Cloud
"...I'm not interested."



Aerith's House

Cloud
"...I must've fallen
asleep."



Cloud
"Sector 7's past Sector 6...
"I should be all right by myself..."

If you're caught while leaving the house,
the following development occurs

Aerith
"Cloud!
"I thought the Turks
came back! Get some rest!"

Cloud
"Can't get caught this time..."

< Continued in Part 7 (see p. 290) >

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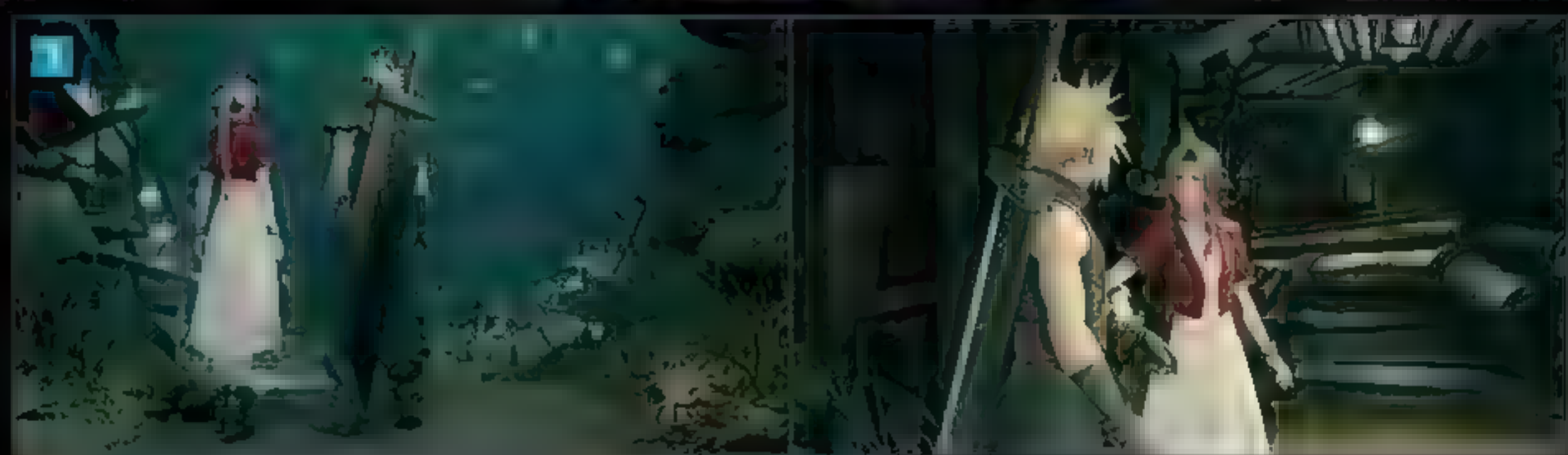
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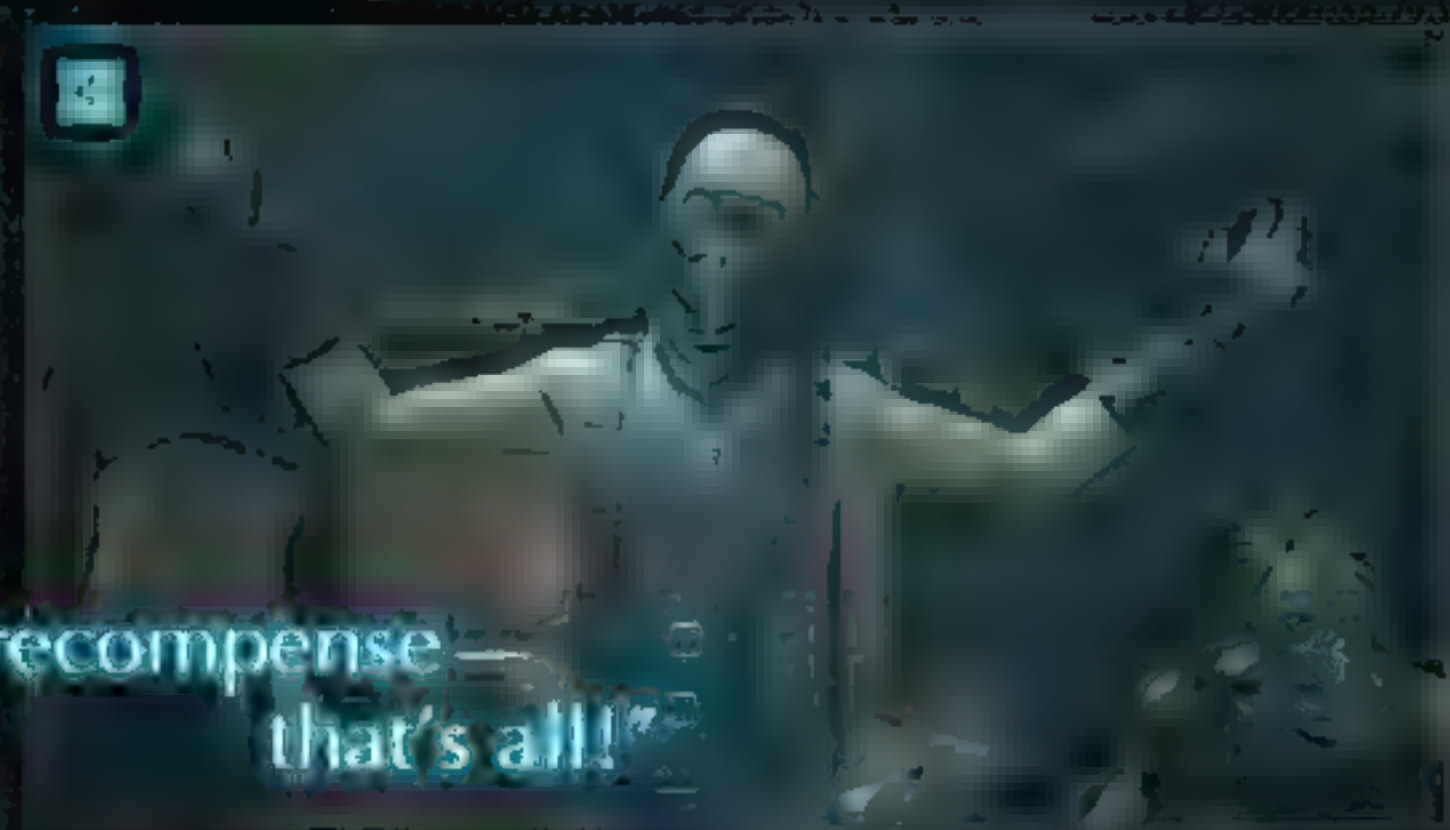
The Town That Never Sleeps

MAIN STORY DIGEST



- 1 Tour Guide
- 2 Take the Shortcut
- 3 Beyond the Dead End

With Aerith leading the way, Cloud makes for the Sector 7 slums via a collapsed expressway his guide claims to be a shortcut. Their progress is interrupted when a group of bandits beset them, but they manage to move on by working together.



"Nothing but our due recompense —
that's all!"



4 Saying Goodbye

Passing through the collapsed expressway, they come to a deserted park not far from the gate to the Sector 7 slums. After a chat with Aerith, from whom he's reluctant to part, Cloud prepares to return to the Sector 7 slums. But just then, a chocobo carriage passes by with Tifa on board. Realizing that Tifa is making for Corneo, a lecher who holds Wall Market under his thumb, Cloud and Aerith rush off after her.



"But now,
I'm on my way to see Don Corneo!"



5 Chasing Tifa

Cloud and Aerith stop by a chocobo stable and press the owner—Chocobo Sam—for information about Tifa. She's apparently been taken to Corneo's mansion to participate as a candidate in his bridal audition.

6 To Corneo's Mansion

Hoping to liberate Tifa, Cloud and Aerith make their way to Corneo's mansion in Wall Market. However, they're turned away at the door by a man named Leslie, who informs them only women endorsed by a member of the Trio can enter the mansion. Cloud and Aerith set off to visit all three members of Wall Market's Trio: Chocobo Sam at the stable, Madam M at the hand massage parlor, and Andrea Rhodea at the Honeybee Inn.



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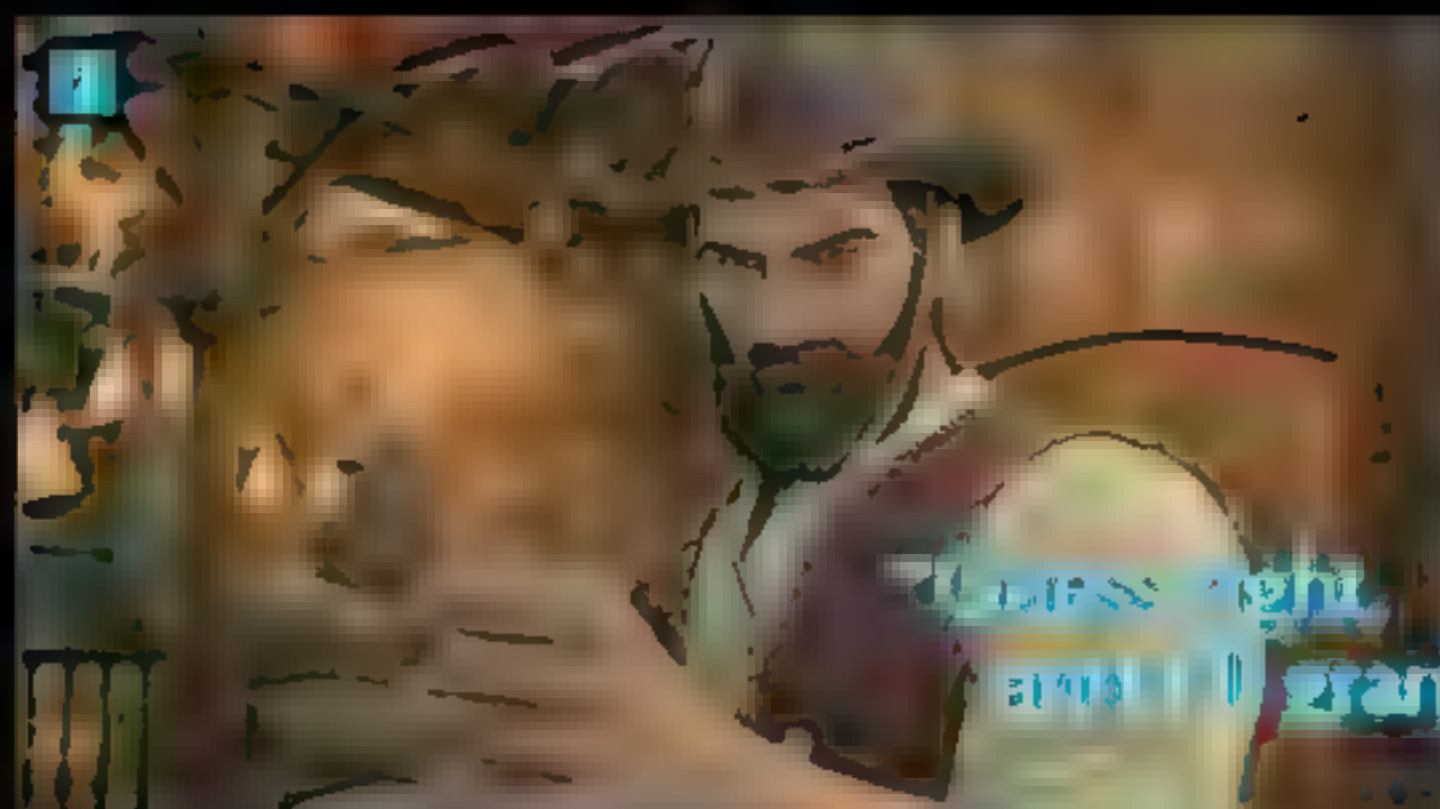
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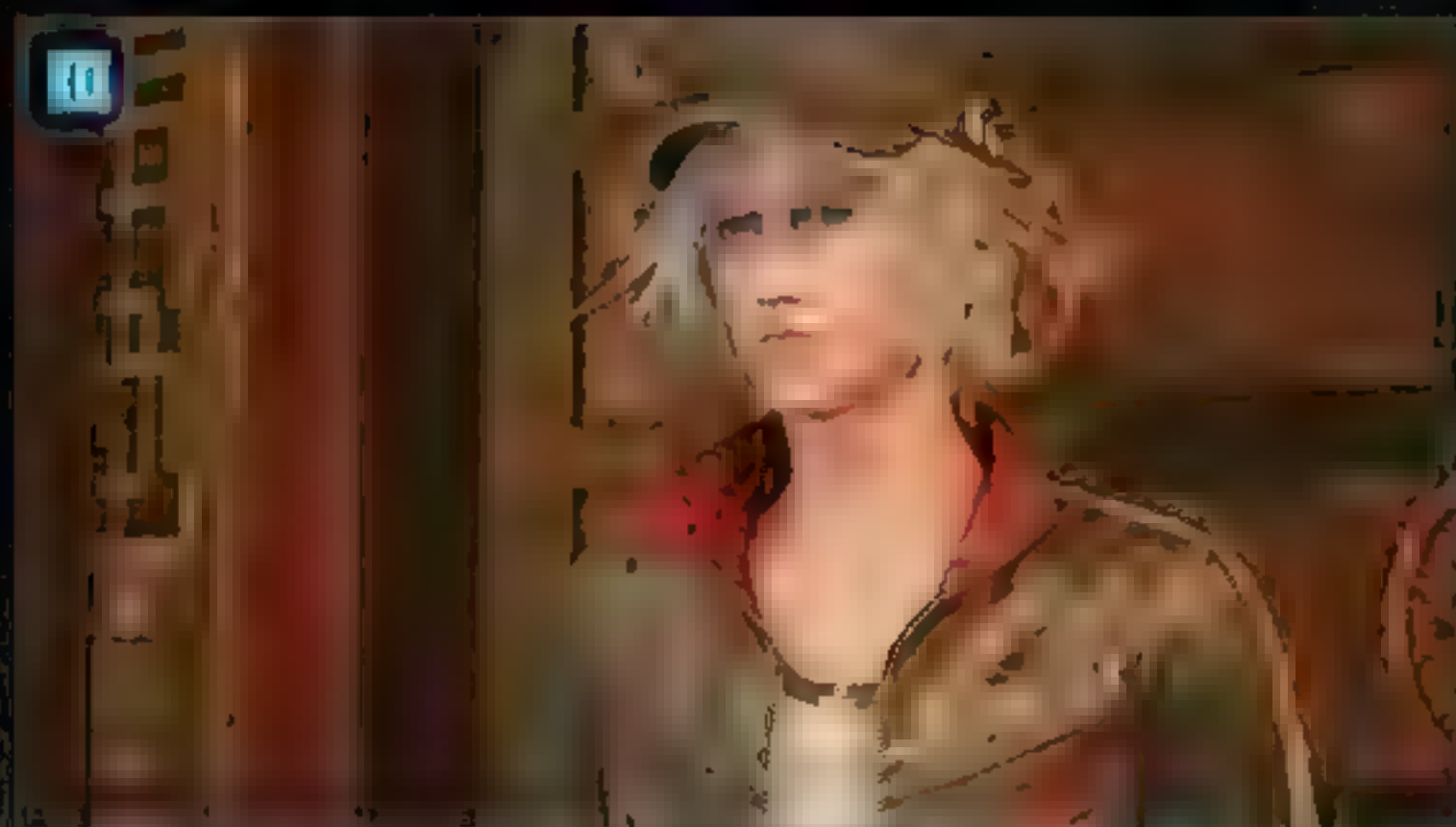
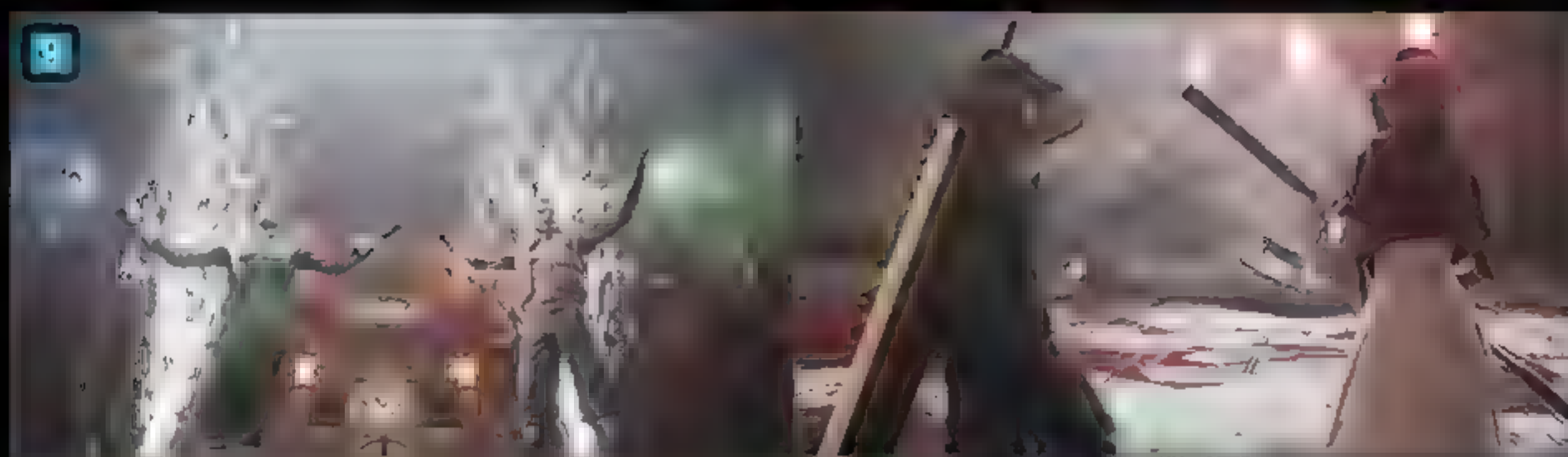
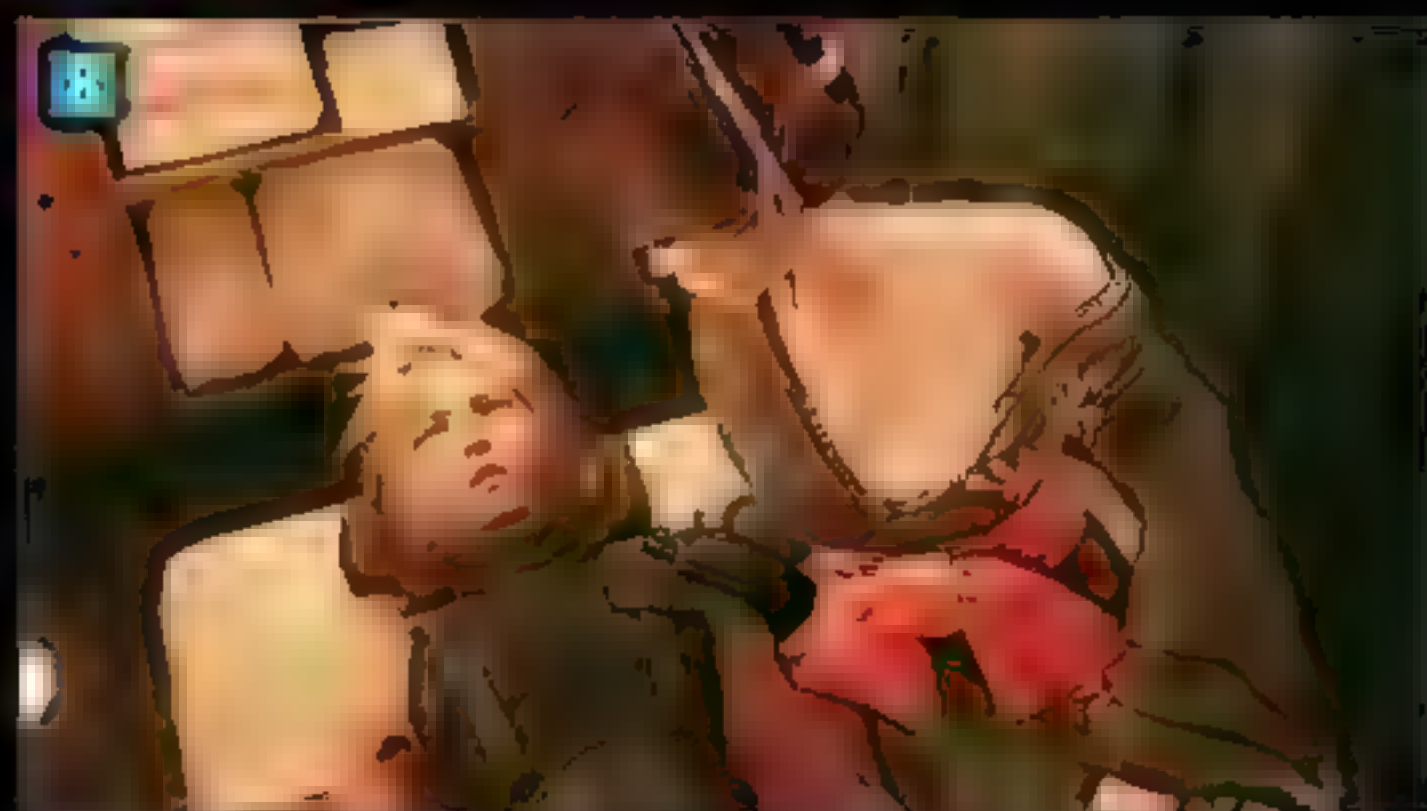
CHAPTER 18



7 The Trio

8 Madam M's Desire

Cloud and Aerith go about visiting the Trio, representatives versed in Corneo's womanly appetites, but are unable to receive an endorsement. Their final meeting is with Madam M, the proprietress of a hand massage parlor, who bullies Cloud into a show of good faith. Cloud consents to pay for a massage, after which Madam M finally promises that if the pair can win the tournament at the underground colosseum, she'll provide Aerith with her endorsement and a dress.



9 Underground Colosseum

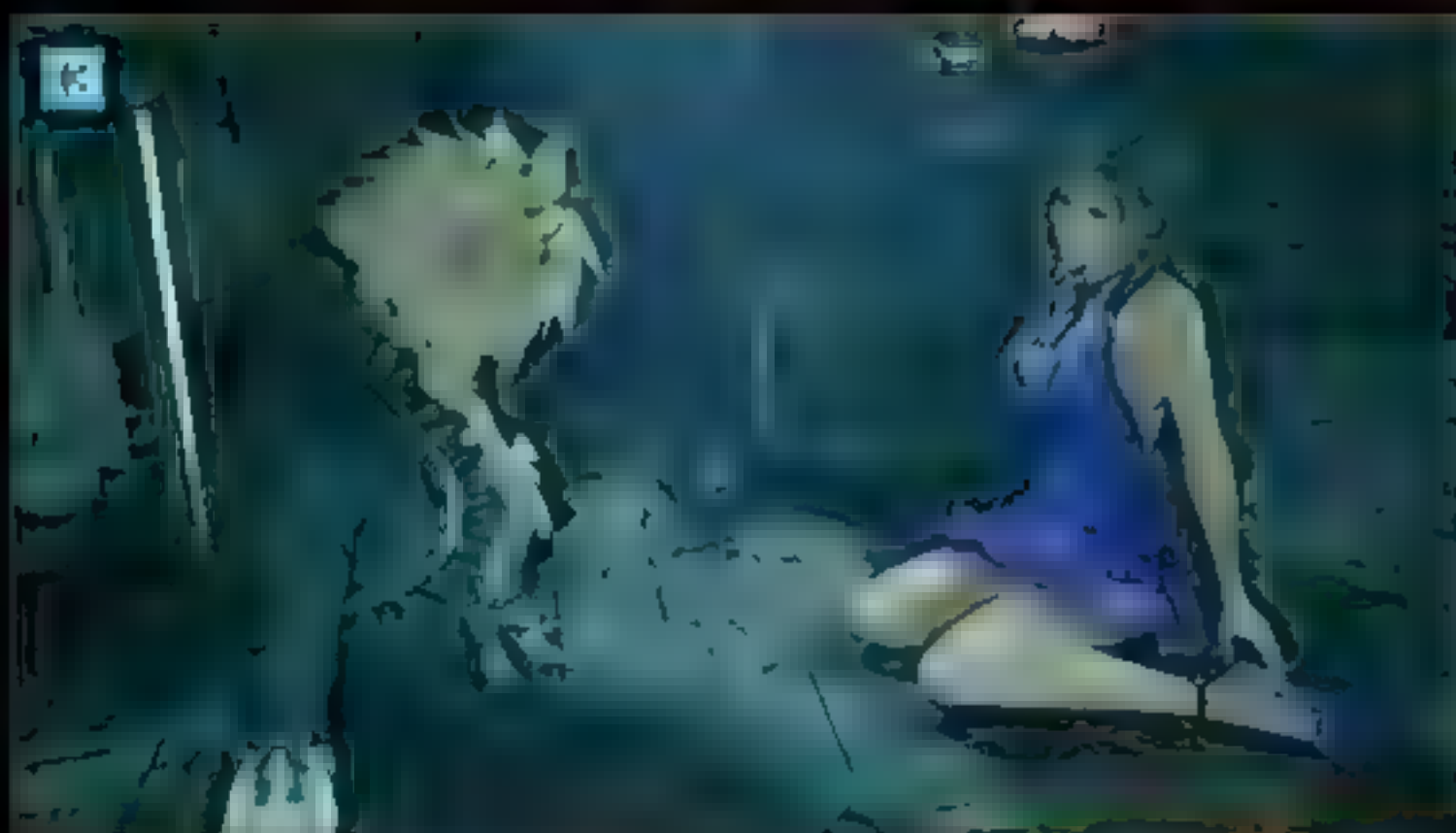
Hoping to secure Madam M's endorsement, Cloud and Aerith sign up for the underground colosseum's Corneo Cup, a ruleless tournament where monsters and Shinra mechs freely participate. The pair defeat a variety of formidable foes and manage to pull out a stunning victory.

10 Parting Ways

11 Rescue Tifa

While Aerith changes into her dress, Cloud learns from Corneo's henchman Leslie what a fearsome man his boss is. Concerned for Aerith's safety, he tries to prevent her from entering Corneo's mansion alone. But Aerith has a secret plan up her sleeve.



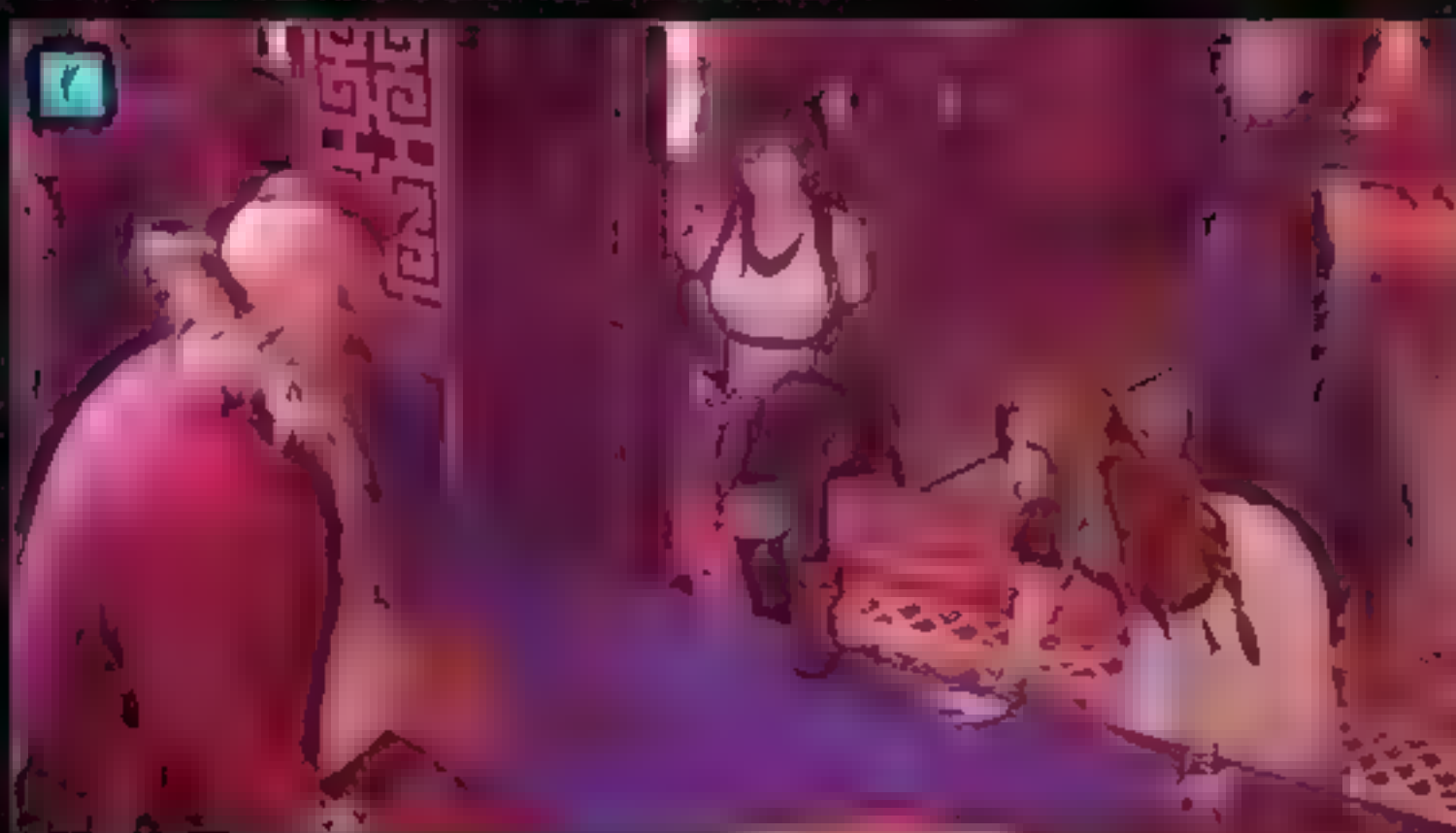


12 Aerith's Plan

Aerith's scheme is to dress Cloud up as a woman so that the two can gain entry to Corneo's mansion together. After dancing on-stage at the Honeybee Inn, Cloud gains the recognition of Andrea Rhodea, a member of the Trio. Andrea surrenders his endorsement after transforming Cloud into a woman with a dress and makeup.

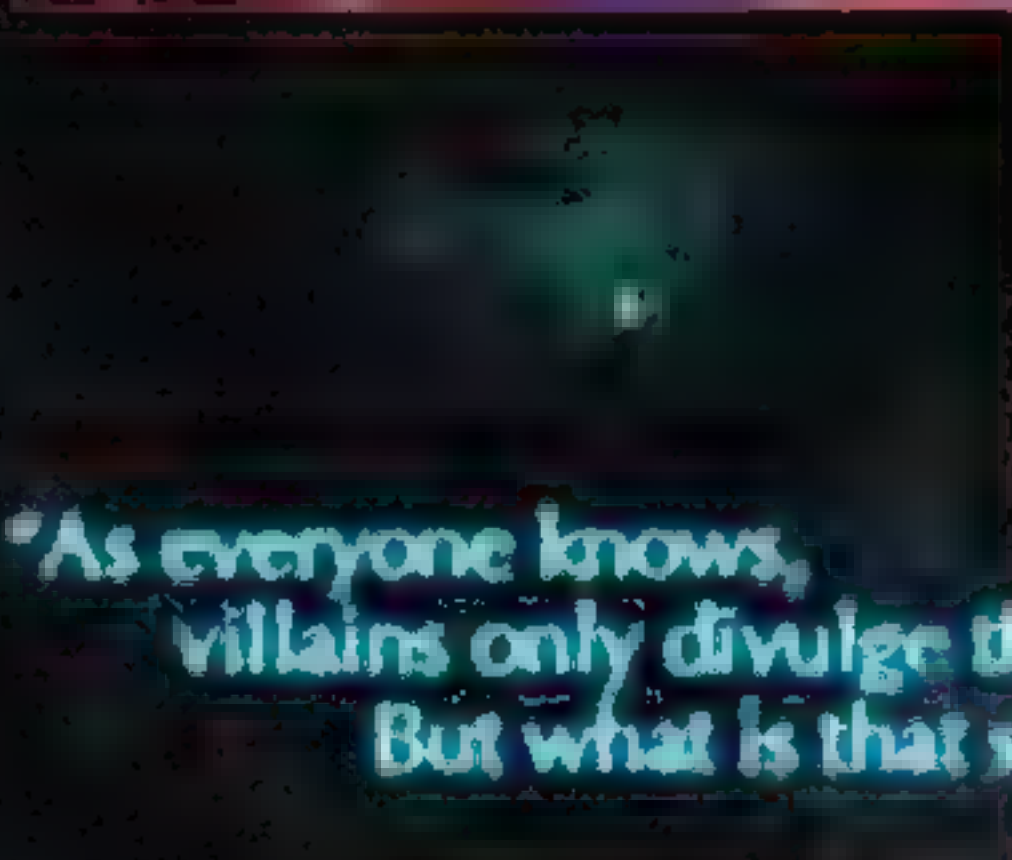
13 The Audition

Dressed as a woman, Cloud accompanies Aerith to Corneo's mansion, where he reunites with Tifa once inside. After discovering Corneo's lackeys were searching for Avalanche, Tifa decided to come to the mansion and learn the reason directly from their boss. In order to fulfill Tifa's mission, Cloud and his two teammates head upstairs for Corneo's bridal audition. To everyone's surprise, Cloud emerges as the evening's selection.

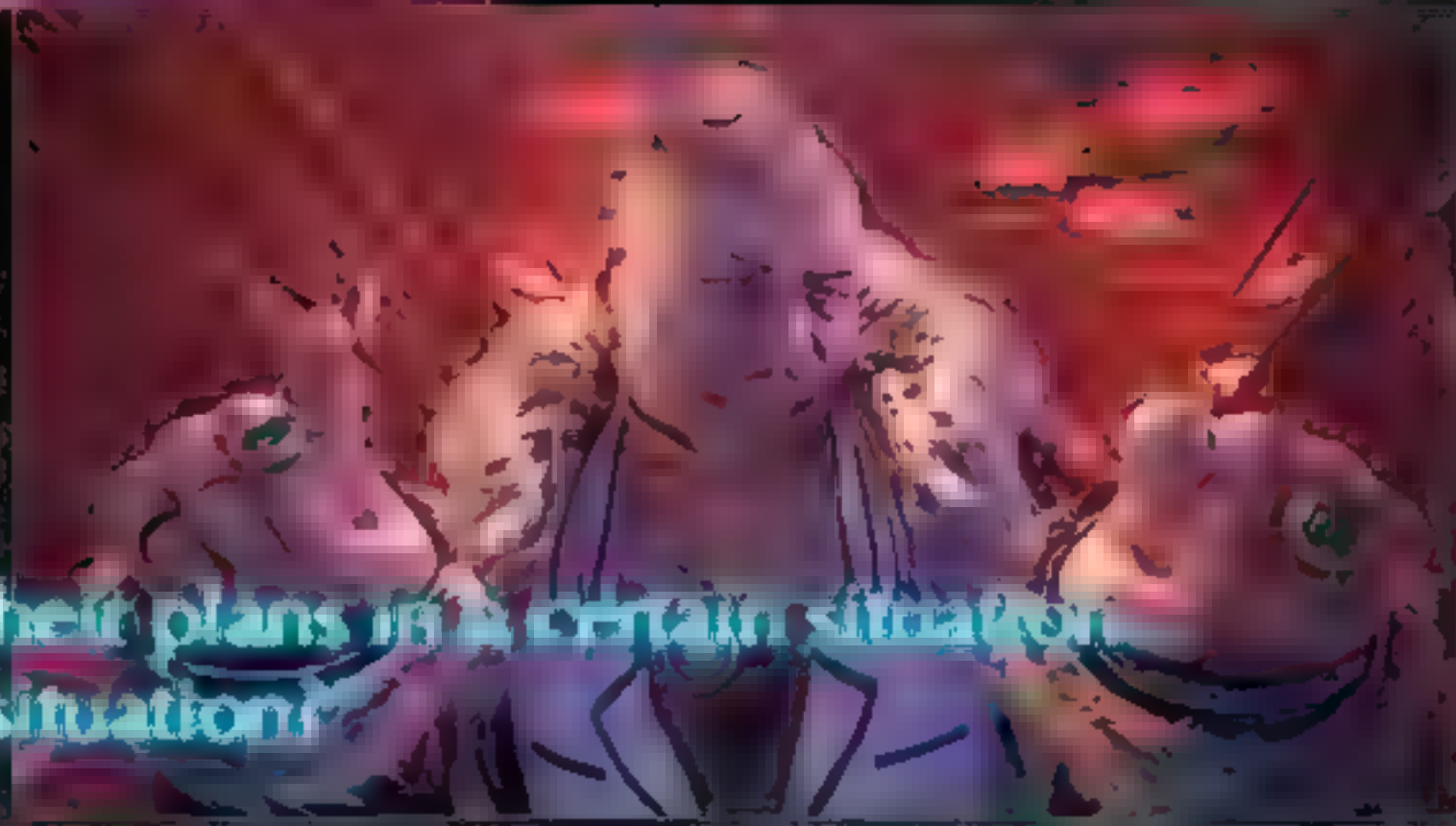


14 Showdown with Corneo

Cloud and the others surround Corneo and force him to confess that Shinra were the ones who ordered him to investigate Avalanche. What's worse, Shinra is planning to destroy the Sector 7 support pillar and drop the plate onto the slums, below, crushing Avalanche along with its hideout. Determined to thwart Shinra's plan, Cloud and his companions prepare to rush back to the Sector 7 slums, but before they can do so, they're caught in Corneo's pitfall and plummet toward the depths below.



"As everyone knows, villains only divulge their plans in a certain situation. But what is that situation?"



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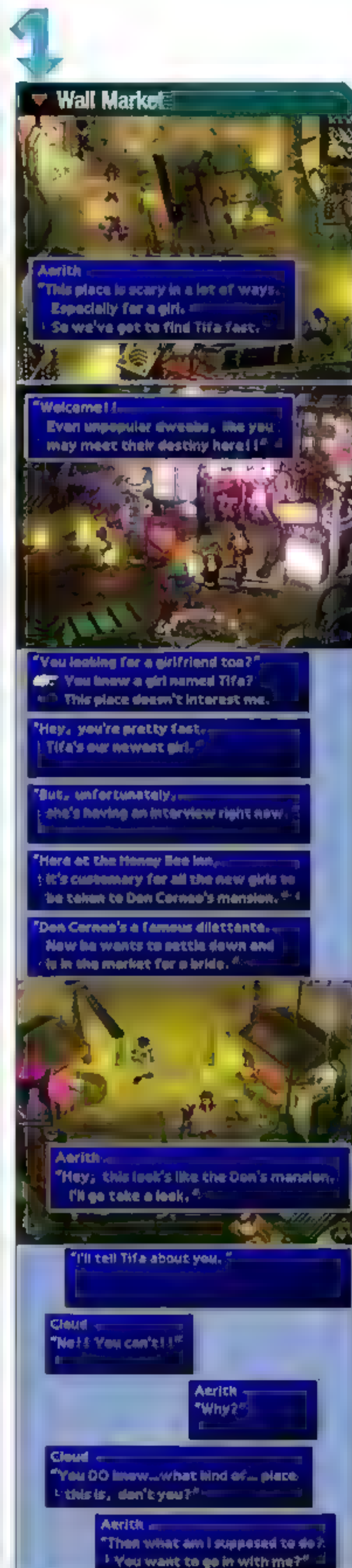
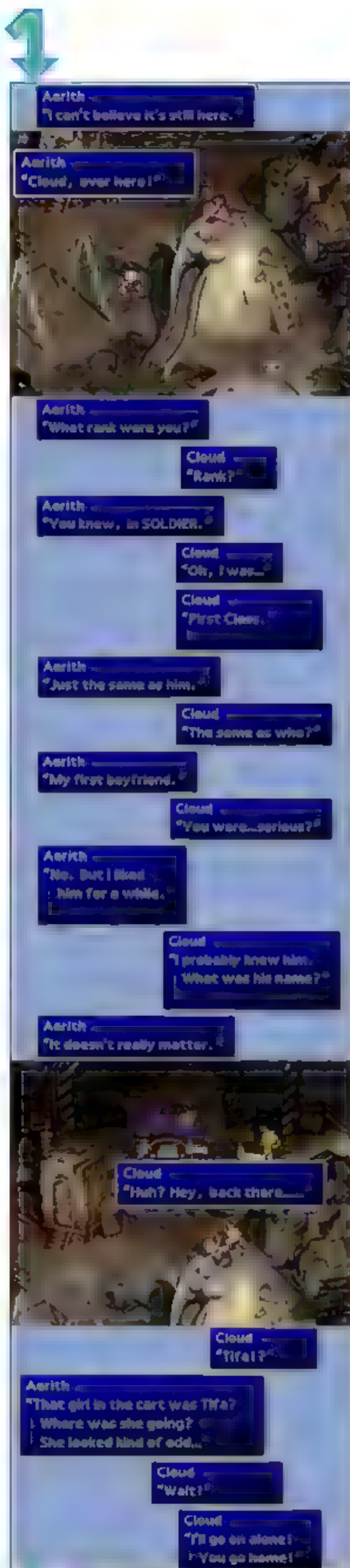
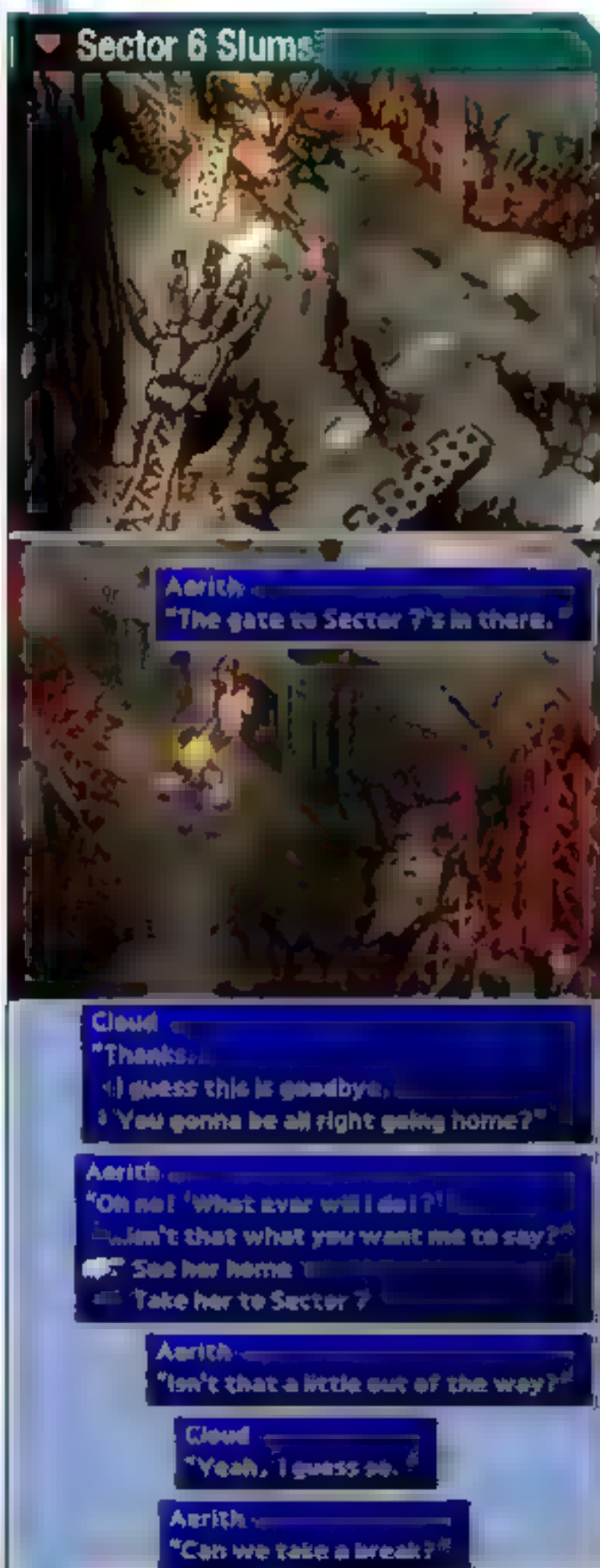
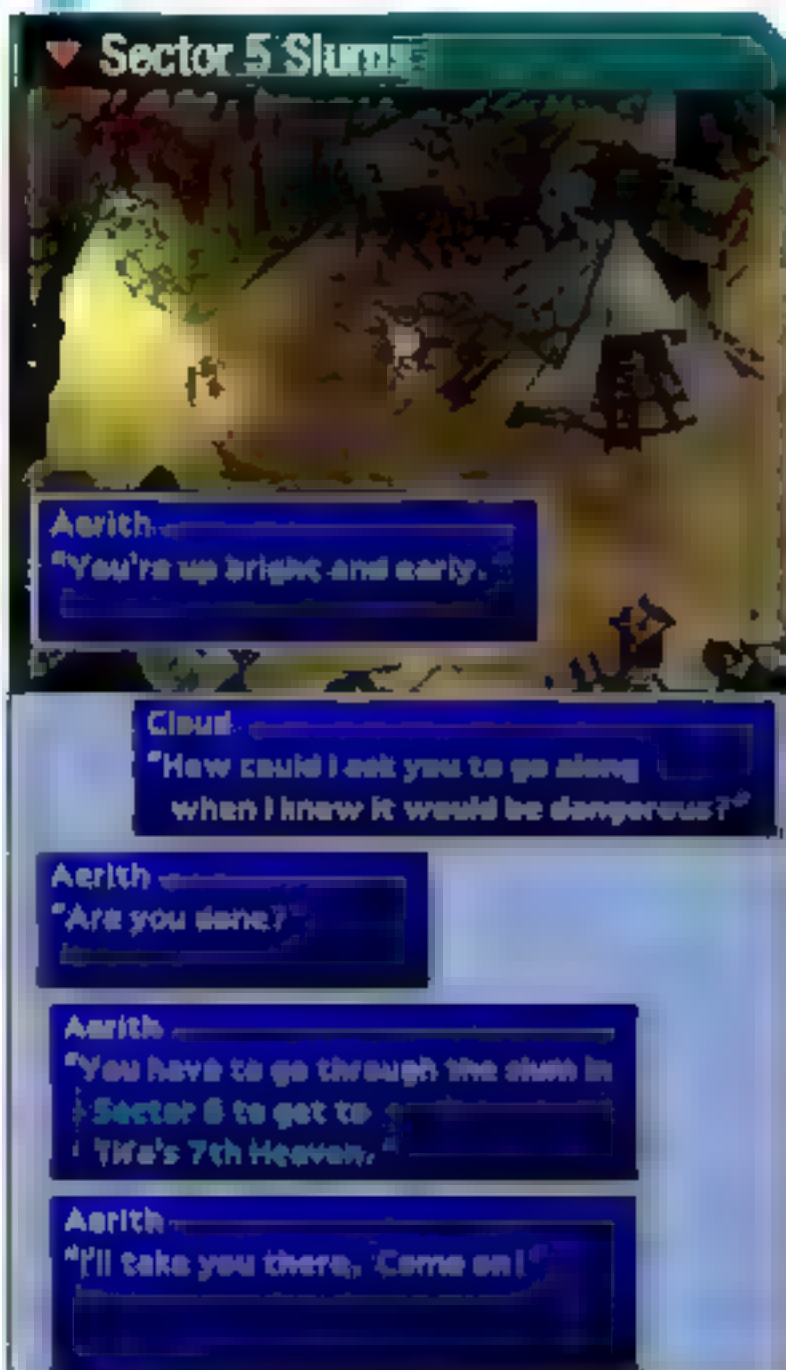
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In Wall Market, Cloud balks when Aerith proposes that he dress up as a woman to infiltrate Corneo's Mansion—though he sure looks enthusiastic when he strides into the Honeybee Inn.

< Continued from Part 6 (see p. 273) >



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CHAPTER 10

Rough Waters

MAIN STORY DIGEST



1 Escape to the Surface

In the CEO's office over at the Shinra Building, President Shinra asks for a status update on the plan to drop Sector 7's plate. Reeve, the Director of the Urban Planning Division, pleads with him to call off the operation and spare the widespread suffering it will cause, but the President refuses to listen. Meanwhile, Cloud, Tifa, and Aerith awake in the foul-smelling sewer they were dropped into. They doubt Corneo was being serious about Shinra's plan to drop the plate, but they hurry to reach the Sector 7 slums just in case.

Progress requires sacrifice. Learn to live with it.



2 Follow the Waterway

Spotting a locked door, Tifa remembers a skeleton key Jessie and the others made a while back. The trio search the waters for the hidden key so that they can continue on their way.

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Original 『FFVII』

Playback

Wall Market—
Underground Waterway

PART
8

Corneo can choose either Cloud, Aerith, or Tifa to be his bride. If Cloud scores low on his cross-dressing efforts, Tifa will be chosen; if he scores decently, Aerith will be chosen; and if he scores high, Cloud himself will be selected.

< Continued from Part 7 (see p. 291) >

Wall Market

Aerith
"Aren't you going to change?"
☑️ Okay...I'm ready.
☐️ Not now.

"Hmm, not bad.
This may be a new business for me."

"Yeah, you're right. Should we try it?"

"Thanks for showing us something new...
My father's got
his motivation back now.
So the dress is on the house."

Aerith
"Walk more nicely like...this.
Miss Cloud."

Cloud
"...What do you mean 'nicely'?"

Aerith
"Oh you're so cute, Miss Cloud."

Aerith
"Aaah, I want one. Do you have one that'll
look good on me too?"

"How's this?" —

"How about that one?"

"Father, what are you talking about?
This one's much better."

"No, what are you saying?
This one."

Aerith
"...I want THIS one."

Aerith
"I'm going to go change."

Aerith
"...No peeking!"

Aerith
"So? How do I look?"

"Damn!!
Your friend's hot, too!"

"Come in, come in!"

"Two ladies coming through!"

Corneo's Mansion

"Hey, ladies."

"I'll go and let the Don know
you're here. Wait here.
Don't go wandering around..."

Aerith
"Now's our chance.
Let's find Tifa."

Aerith
"Tifa...?"

Aerith
"Nice to meet you.
I'm Aerith."

"Cloud's told me
a lot about you."

Tifa
"...And you are?"

"Hey you're the one with
Cloud in the park..."

Aerith
"Right, with Cloud."

Tifa
"Oh..."

Aerith
"Don't worry...
We just met.
It's nothing."

Tifa
"What do you mean...
Don't worry...about what?"

Tifa
"No, don't misunderstand."

"Cloud and
I grew up together.
Nothing more."

Aerith
"Peer Cloud...
having to stand here and listen to
both of us call him nothing."

Aerith
"Right, Cloud?"

Tifa
"Cloud?"

Tifa
"Tifa..."

Tifa
"Cloud?"

Tifa
"Why are you dressed like that?
And what are you doing here?"

"Forget that...
what happened to you after
the fall? Are you hurt?"

Cloud
"Hey, give me a chance to answer."

Cloud
"I'm dressed like this... because there
was no other way to get in here."

Cloud
"I'm all right.
Aerith helped me out."

Tifa
"Oh, Aerith did..."

Cloud
"Tifa, explain. What are
you doing in a place like this?"

Tifa
"Yeah, ummm..."

Aerith
"Ahem!
I'll just plug my ears."

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Tifa: "I'm glad you're OK."

Cloud: "Thanks. What happened?"

Tifa: "When we got back from the Number 5 [train], I found this weird man."

Cloud: "So Barret caught him and squeezed some information out of him."

Cloud: "That's when the Den's name popped up."

Tifa: "Right, Den Corneo."

Cloud: "Barret told me to leave the lech alone."

Tifa: "But something's been bothering me."

Cloud: "I see. So you wanted to get the story straight from Corneo's mouth."

Tifa: "So I made it here, but now I'm in a bind."

Tifa: "Corneo is looking for a bride."

Cloud: "Everyday, he gets three girls, chooses one of them, and then..."

Tifa: "Anyway, I have to be the girl...or I'm out for tonight."

Aerith: "Sorry, but I overheard..."

Aerith: "If you know the three girls, there's no problem, right?"

Tifa: "I guess so, but..."

Aerith: "We have two here, right?"

Cloud: "No, Aerith! I can't have you get involved."

Aerith: "Oh? So it's all right for Tifa to be in danger?"

Cloud: "No, I don't want Tifa to..."

Tifa: "Is it all right?"

Aerith: "I grew up in the slums. I'm used to danger."

Aerith: "Do you trust me?"

Tifa: "Yes, thanks, Ms. Aerith."

Aerith: "Call me Aerith."

Cloud: "Henry!"

Cloud: "It's time, ladies. The Den is waiting!"

Cloud: "I told you not to wander around. I tell ya, women nowadays..."

Cloud: "Hurry up, will ya!"

Cloud: "I probably don't need to ask but the other girl is..."

Cloud: "Me...right?"

Tifa: "You're right, there was no need..."

Aerith: "Go ask."

Ketch: "All right, ladies!"

Cloud: "Line up in front of the Den!"

Den Corneo: "Hmmm! Good, splendid!"

Den Corneo: "Now, let's see... Which girl should I choose? Hmmm...hmm..."

Den Corneo: "This one?"

Den Corneo: "Or this one?"

Den Corneo: "Woo-hoo, I've made up my mind!"

Den Corneo: "My choice for tonight is..."

Den Corneo: "This healthy-looking girl!"

Cloud: "Wa, wait a sec! I mean, uh, please wait a moment!"

Den Corneo: "Woo-hoo!"

Den Corneo: "I love chicks who play hard-to-get! Yowwaa!"

The development that occurs if Aerith is picked

Den Corneo: "This slender little girl!"

Aerith: "Den, you've got great taste."

The development that occurs if Tifa is picked

Den Corneo: "This little beauty!"

Tifa: "Fe, fu, fu... Be nice, Den."

Den Corneo: "You can have the other ones!"

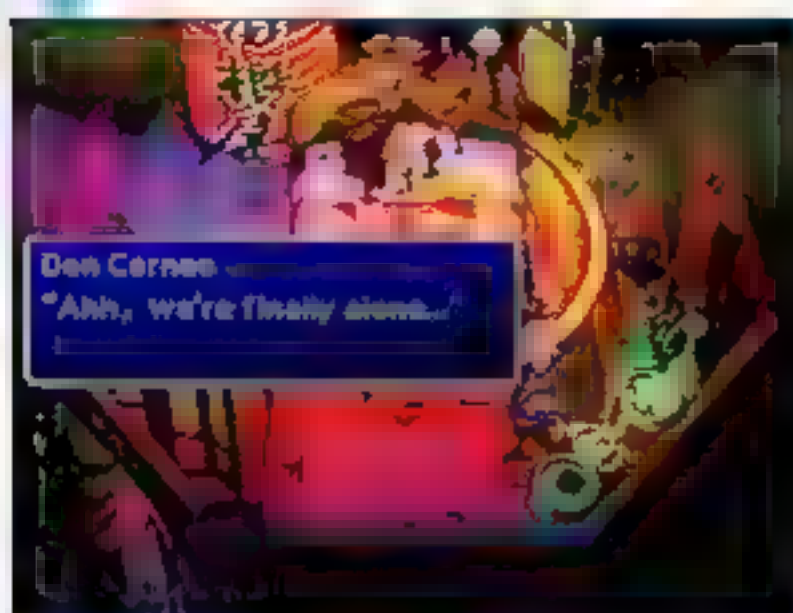
Den Corneo: "Yes, sir! Thank you sir!"

Den Corneo: "Well then, shall we go my pretty?"

Continued on Next Page

Continued from Previous Page

If Cloud Is Chosen



Don Corneo
"Ahh, we're finally alone..."

"All right, pussycat...
Come to daddy!!"

Don Corneo
"You're so cute, I never
get tired of looking at you."

"Do you...like me, too?"
Cloud
"Of course!"
"Ummm..."

Don Corneo
"You sure do know how to make a guy
feel good!"

"Really? How about if you want to ask...
Cloud
"Whatever YOU want, daddy."
"Don't really care..."

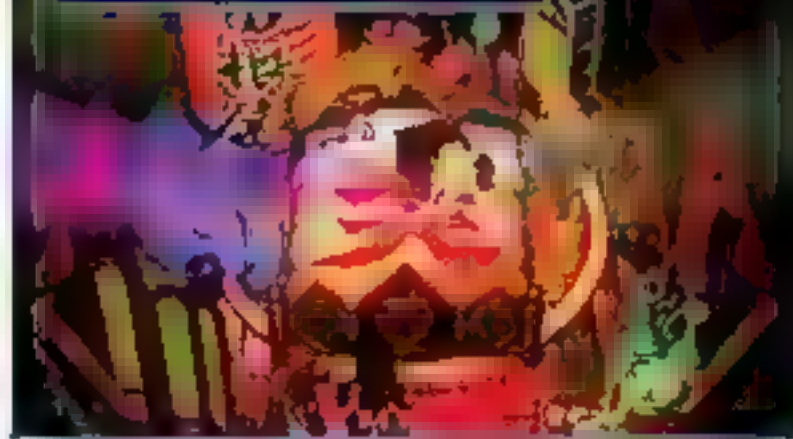
Don Corneo
"Oh man! I can't stand it!
All right, then..."

"Give me a kiss!! A KISS!!"
Cloud
"All right..."
"Nepe, can't do that..."



"Just a minute!!"

Don Corneo
"Who...what the hell?
Who goes there!?"



Tifa
"Cloud..."

Tifa
"Were you really..."



Don Corneo
"A man!?
What's goin' on?"

If Someone Other Than Cloud Is Chosen



Scotch
"Hey guys!
We've got guests."

"We'll take REAL
good care of you."

Scotch
"Hey...what's wrong?
You want me to
keep you company?"

Cloud
"No...I'm flattered,
but no thanks."

Cloud
"I ain't INTERESTED in
a buncha scrubs like you!"



Scotch
"Wha...a MANI???"

Scotch
"God damn it!
You think you can get away with this!
Get him! Knock the crap out of him!"



The events that occur when reuniting
with Aerith and heading off to save Tifa

Cloud
"Aerith!"
"You all right?"
"We gotta help Tifa!"

Aerith
"I told you...
I'm used to danger."

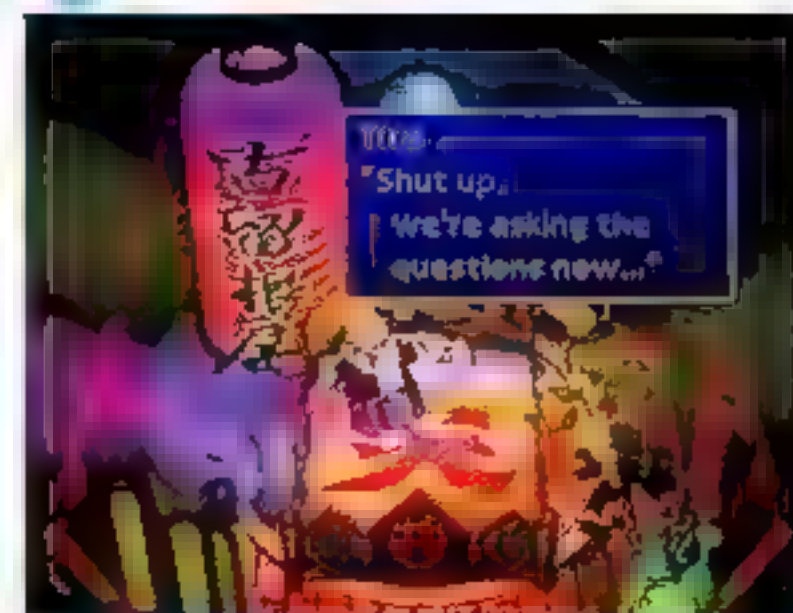
Aerith
"To tell you the truth...
my heart was pounding!"

The events that occur when reuniting
with Tifa and heading off to save Aerith

"Cloud!?"

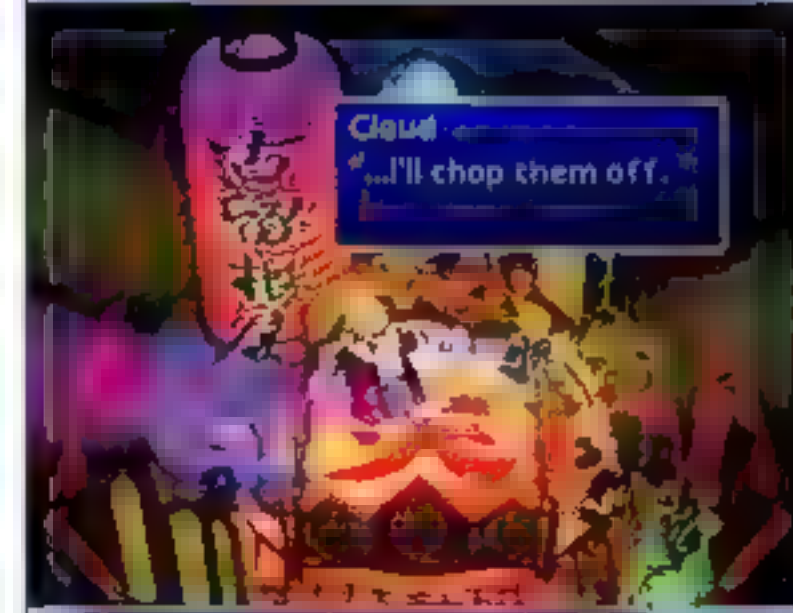
Cloud
"Tifa!"
"You all right?"
"We've gotta help Aerith!"

Tifa
"Of course!"
"If you take me lightly,
you're gonna pay for it!"



Tifa
"Shut up,
we're asking the
questions now..."

Tifa
"What did your assistants find out?
Talk! If you don't tell us..."



Cloud
"...I'll chop them off."

Don Corneo
"No! Not that!
I'll talk! I'll tell you everything!"

Tifa
"So...talk."

Don Corneo
"...I made 'em find out where
the man with the gun-arm was.
But that's what I was ordered to do."

Tifa
"By who?"

Don Corneo
"No...
If I told you that, I'd be killed!"

Tifa
"Talk! If you don't tell us..."



Aerith
"...I'll rip them off."

Don Corneo
"Waaaaaah...
It was Heidegger of Shinra!"

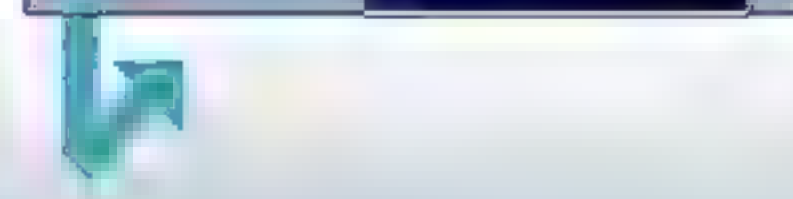
"Heidegger, the head of
Public Safety Maintenance!"

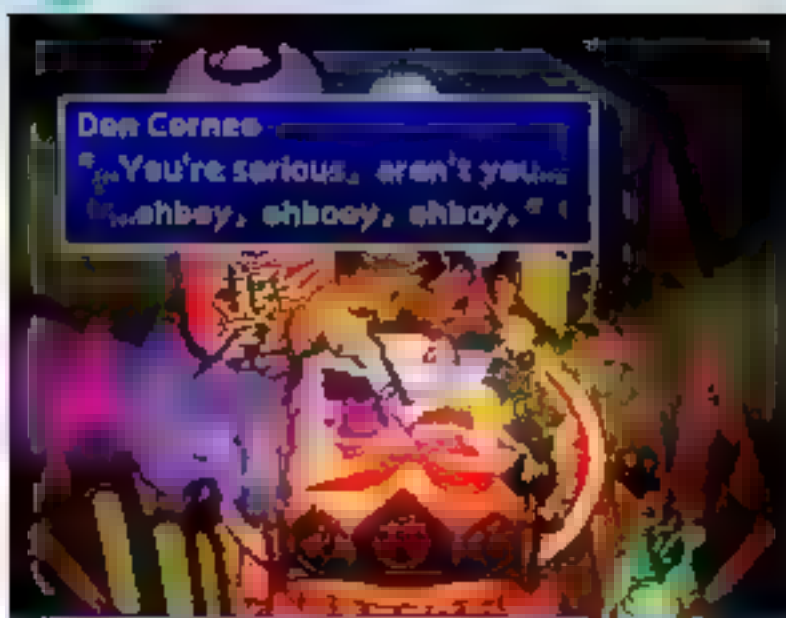
Cloud
"The head of Public
Safety Maintenance!?"

Tifa
"Did you say the Shinra!
What are they up to? Talk!"

"If you don't tell us..."

Tifa
"...I'll smash them."





Don Corneo
"You're serious, aren't you...
...ehboy, ehbooy, ehboy."

"I'm not feeling around
...here either, you know."

"Shinra's trying to crush a
...small rebel group called AVALANCHE,
...and want to infiltrate their hideout."

Don Corneo
"And they're really going to crush them...
...literally, by breaking the support holding
...up the plate above them."

Tifa
"Break the support!?"

Don Corneo
"You know what's going to happen?
...The plate'll go PING!"

"and everything's gonna go BAMMM!
...I heard their hideout's in
...the Sector 7 Slums..."

"I'm just glad it's not here
...in Sector 6."

Tifa
"They're going to wipe
...out the Sector 7 Slums!?"

Tifa
"Cloud, will you come with
...me to Sector 7?"

Cloud
"Of course,
...Tifa."

Don Corneo
"Just a second!"

Cloud
"Shut up!"

Don Corneo
"No wait, it'll only take a second."

"How do you think scum like me feels when
...they babble on about the truth?"

— They've pretty much given up on life.
— They're sure they'll win.
— They don't know what the hell's going on.

Don Corneo
"Woo-hoo! Right!"

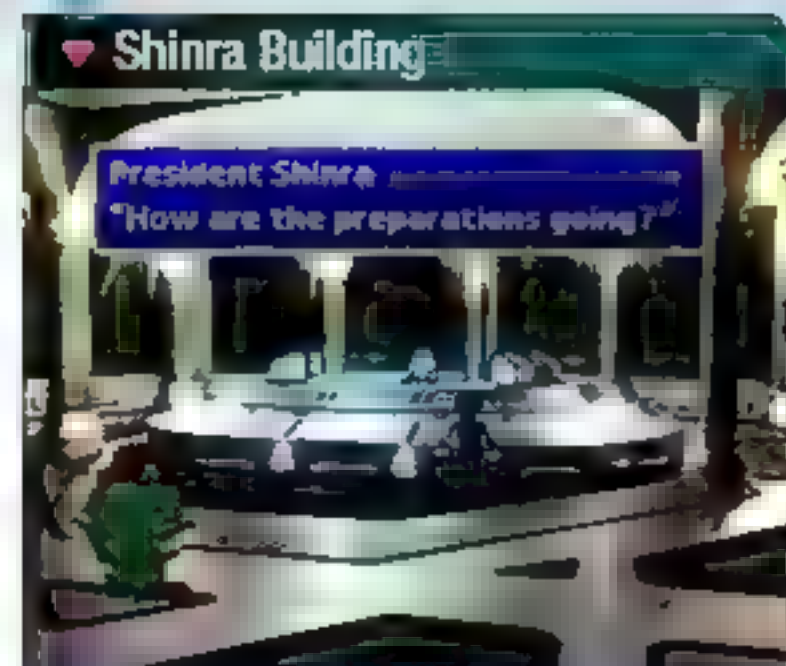


☉ The events that occur when you choose
"They've pretty much given up on life."

Don Corneo
"Buuuzzzzzz! Wrong!"

☉ The events that occur when you choose
"They don't know what the hell's going on."

Don Corneo
"Close, but no cigar!"



Shinra Building

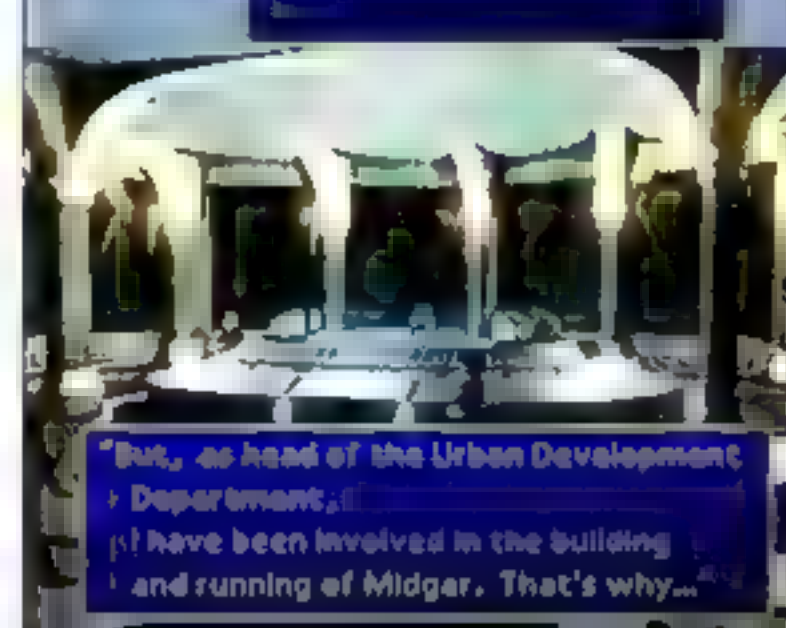
President Shinra
"How are the preparations going?"

Heidegger
"He, ha, ha! Smoothly, very smoothly!
...I assigned the Turks to this."

Reeve
"President!! Are we really
...going to do this? Simply to destroy
...a group with only a few members..."

President Shinra
"What's the problem, Reeve?
...You want out?"

Reeve
"Mm..."



"But, as head of the Urban Development
...Department, I
...have been involved in the building
...and running of Midgar. That's why..."

Heidegger
"Reeve, you should flush those personal
...problems in the morning!"

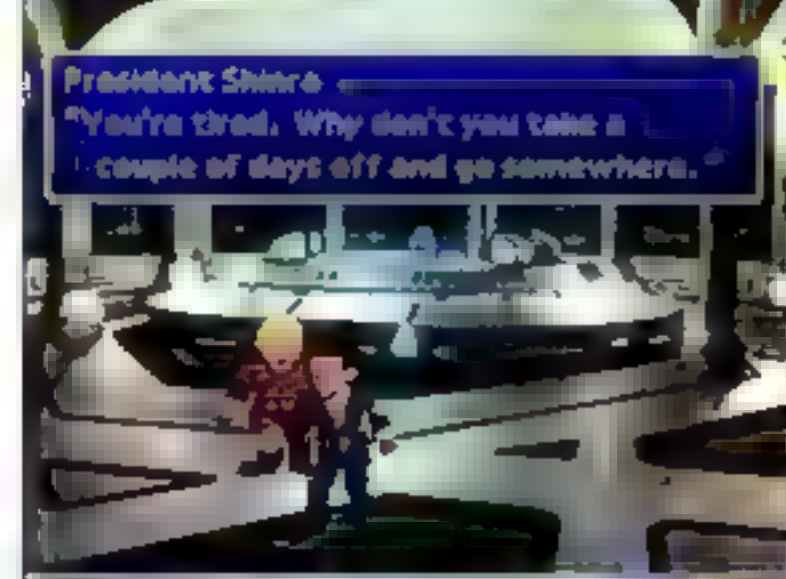
Reeve
"The Mayor's against this anyway..."

Heidegger
"Mayor?"

"He just sits in this building all day
...feeding his face!"

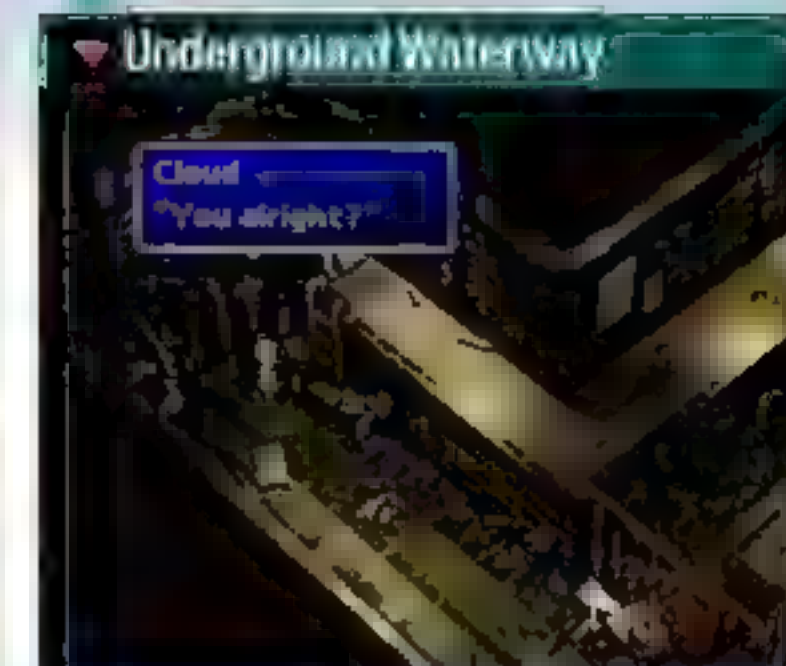
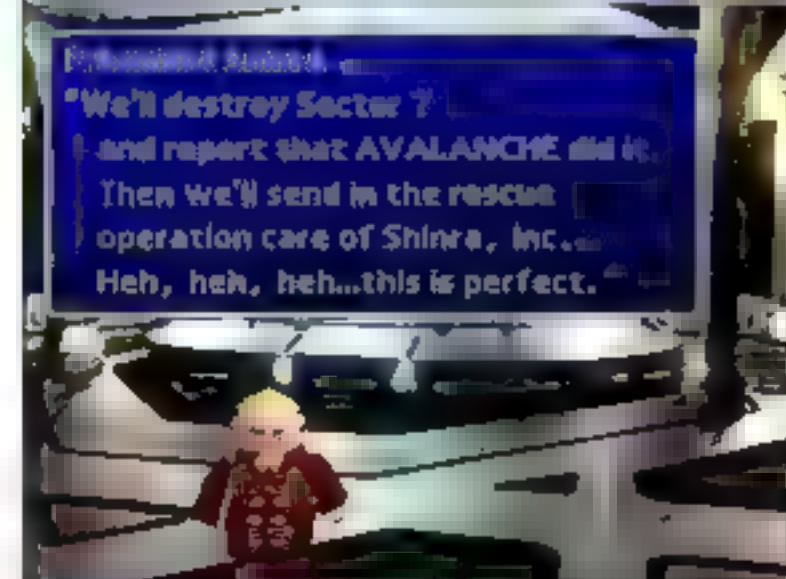
"You still call that a Mayor?"

Heidegger
"Now if you'll excuse me sir!"



President Shinra
"You're tired. Why don't you take a
...couple of days off and go somewhere."

President Shinra
"We'll destroy Sector 7
...and report that AVALANCHE did it.
...Then we'll send in the rescue
...operation care of Shinra, Inc.
...Heh, heh, heh...this is perfect."



Underground Waterway

Cloud
"You alright?"

Aerith
"Yeah."

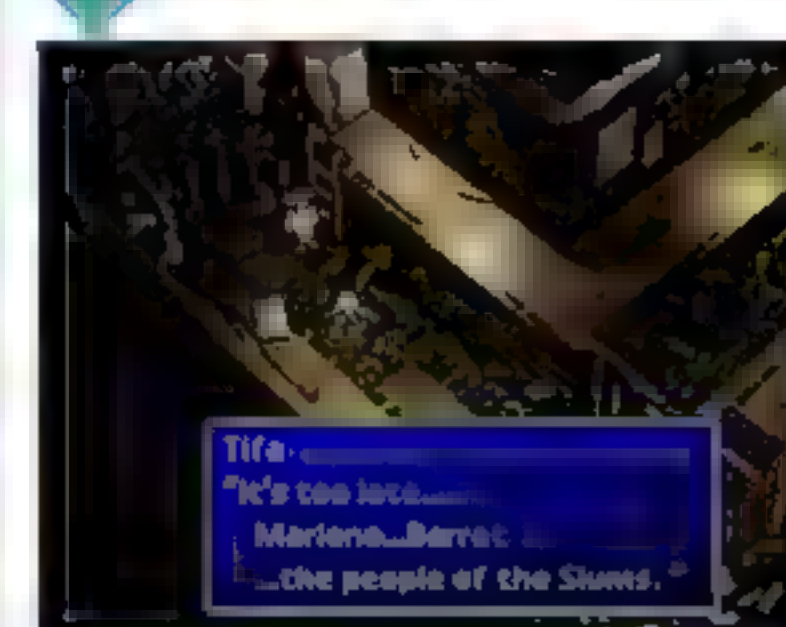
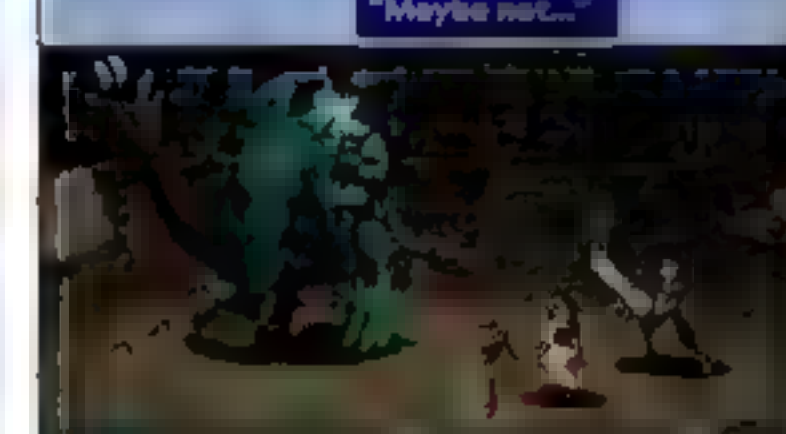
Cloud
"You alright?"



Tifa
"Man!
...This is terrible."

Aerith
"Well,
...the worst is over..."

Aerith
"Maybe not..."



Tifa
"It's too late...
...Marlene...Barret
...the people of the Slums."

Aerith
"Don't give up, never give up hope.
...It's not easy to destroy the pillar,
...right?"

Tifa
"...Yeah...you're right!
...We still have time."



< Continued in Part 9 (see p. 320) >

CHAPTER

11

Haunted

MAIN STORY DIGEST

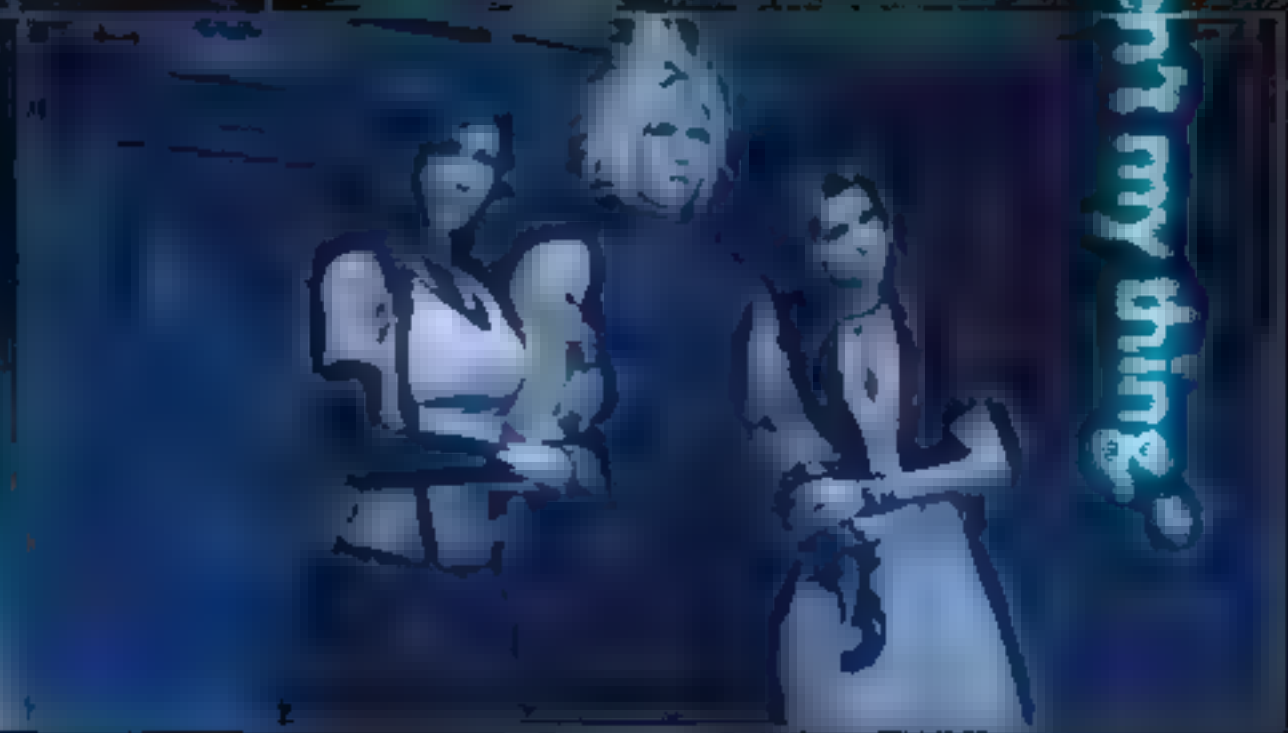


A Train Wreck

Having escaped from underground, Cloud and the others proceed into the train graveyard, deeply unsettled after seeing Shinra helicopters flying toward the Sector 7 support pillar. The train graveyard is completely deserted, yet the sound of children's laughter echoes through the night, and strange drawings appear out of thin air on the ground and walls. Cloud and his companions wend their way through the maze of abandoned trains and arrive at a maintenance facility whose entrance suddenly opens as if inviting the trio in.



"The Avalanche mission's been approved. We are to proceed as planned."



"Ghosts aren't my thing."



Found you.
Hey... can we talk? Just for a bit?

12 Pass Through the Maintenance Facility

A mischievous ghost blocks the group's path to the exit and they proceed to the facility's second floor in search of a way around. The party manages to defeat Ghoul, a massive ghost who attacks them in the control room. As they approach the maintenance facility's exit, the ghost of a sorrowful girl appears. Seeing Marlene in the crying specter, Tifa recalls a time she made her sad in the past, and is seized by an unspeakable feeling of dread.

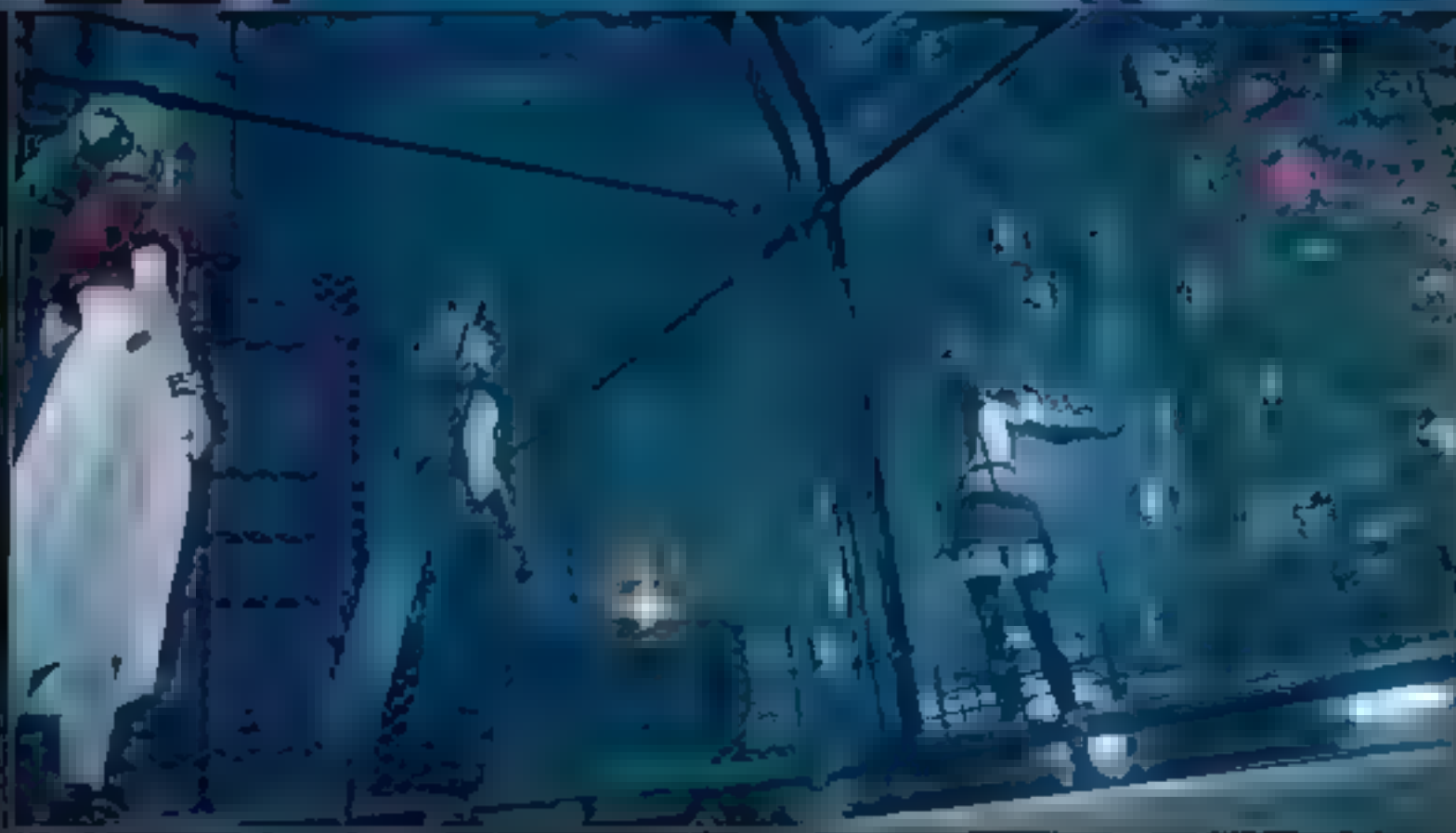
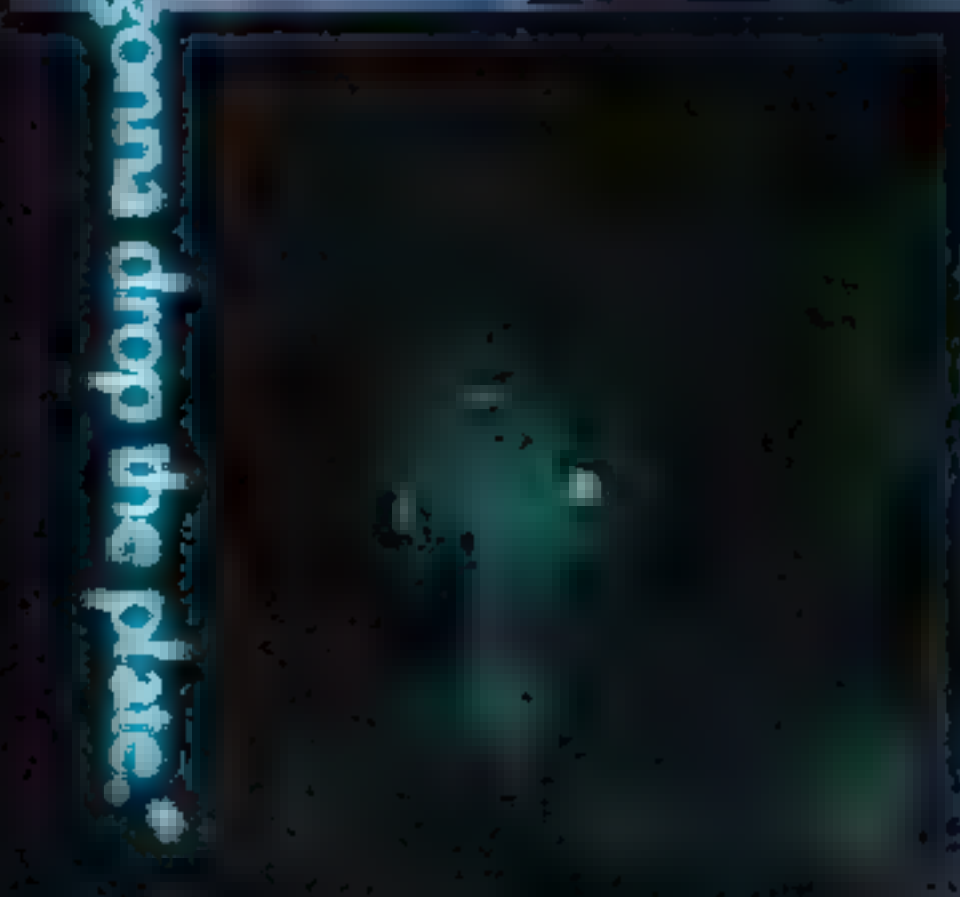
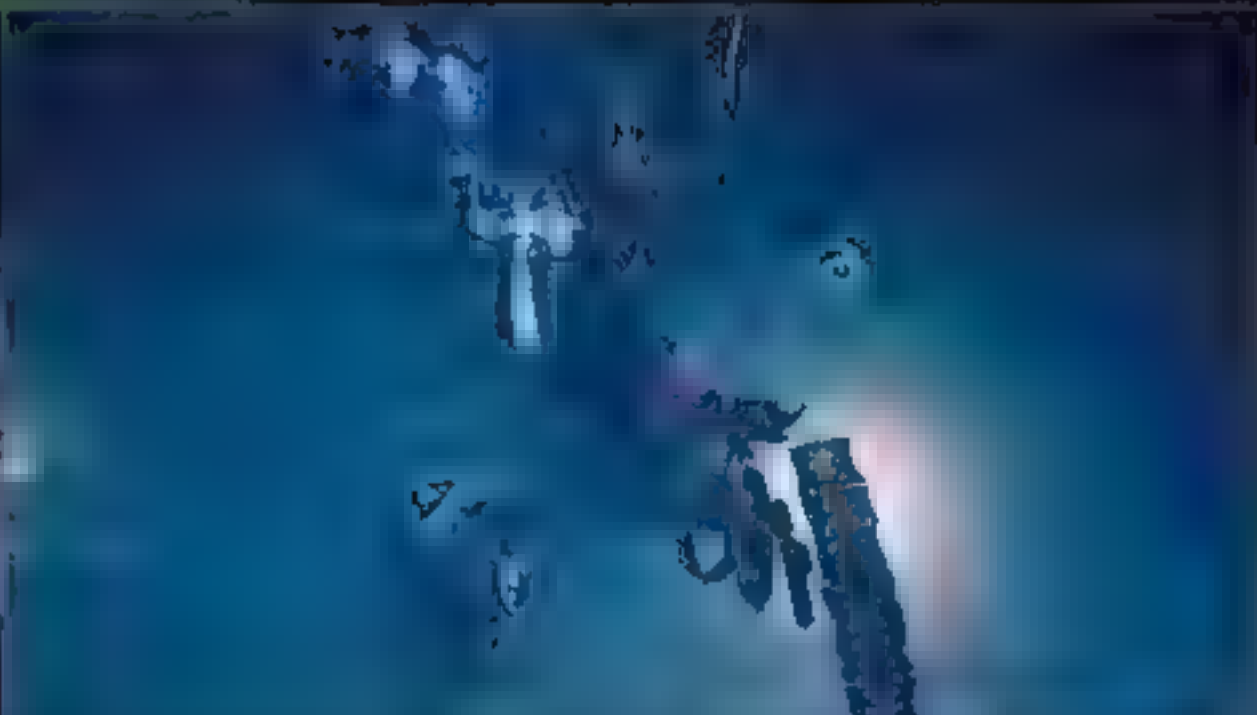


13 Back Amongst Friends

Cloud and the others intercept a Shinra radio signal and are shocked to hear the contents of Reno and Rude's conversation. Shinra is indeed going to execute its plan to drop the Sector 7 plate, and its forces are rushing in to combat Avalanche. Forcing themselves to believe Barret and the others are safe, the party defeats Eligor, the overlord of the train graveyard, and hurries on ahead. By the time they finally reach the Sector 7 slums, fires have broken out here and there along the support pillar, and the air is filled with the sound of gunfire and explosions.



They're really gonna drop the plate.



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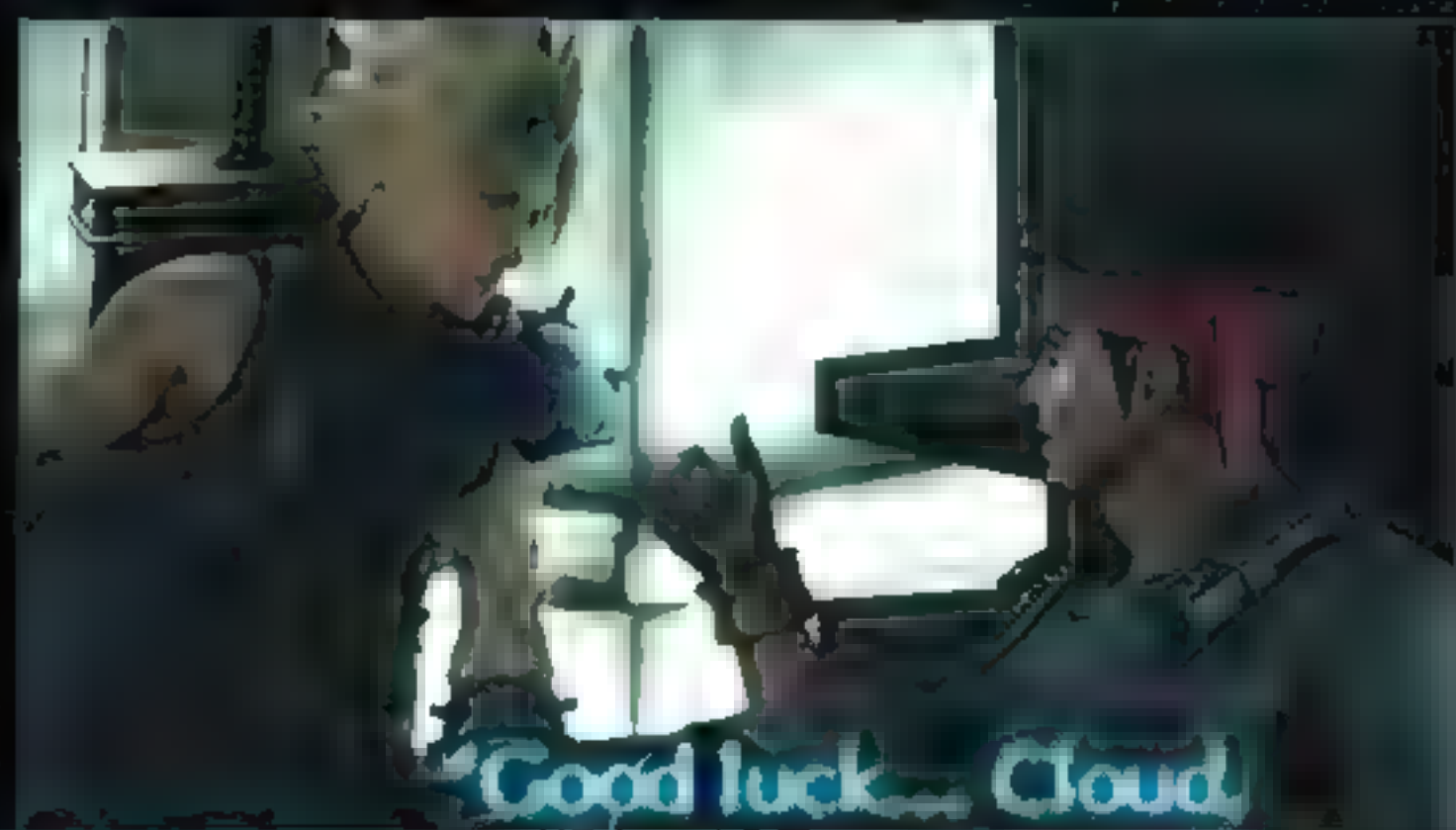
Fight for Survival

MAIN STORY DIGEST



1 Head for the Pillar

Shinra intends not only to drop the plate, crushing Avalanche along with the rest of the Sector 7 slums, but to pin the crime on the terrorist group. To protect the slums and its inhabitants, the members of Avalanche have taken to the Sector 7 support pillar to fight back against Shinra. Cloud rushes over, leaving Tifa and Aerith to tend to a wounded Wedge as he heads up the pillar where Barret and his group are fighting.

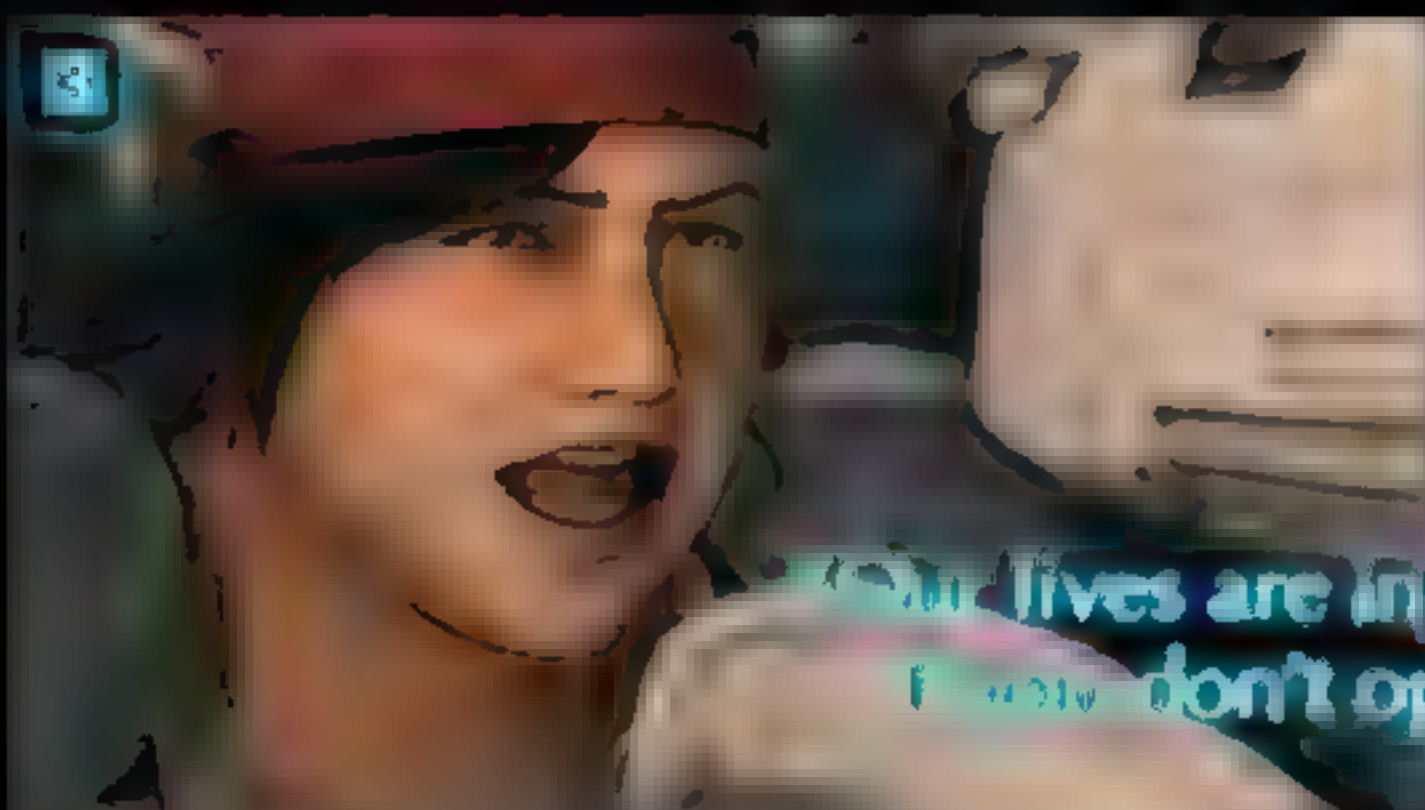


Good luck... Cloud.

Our future...
is in your hands.

2 Link Up with Avalanche

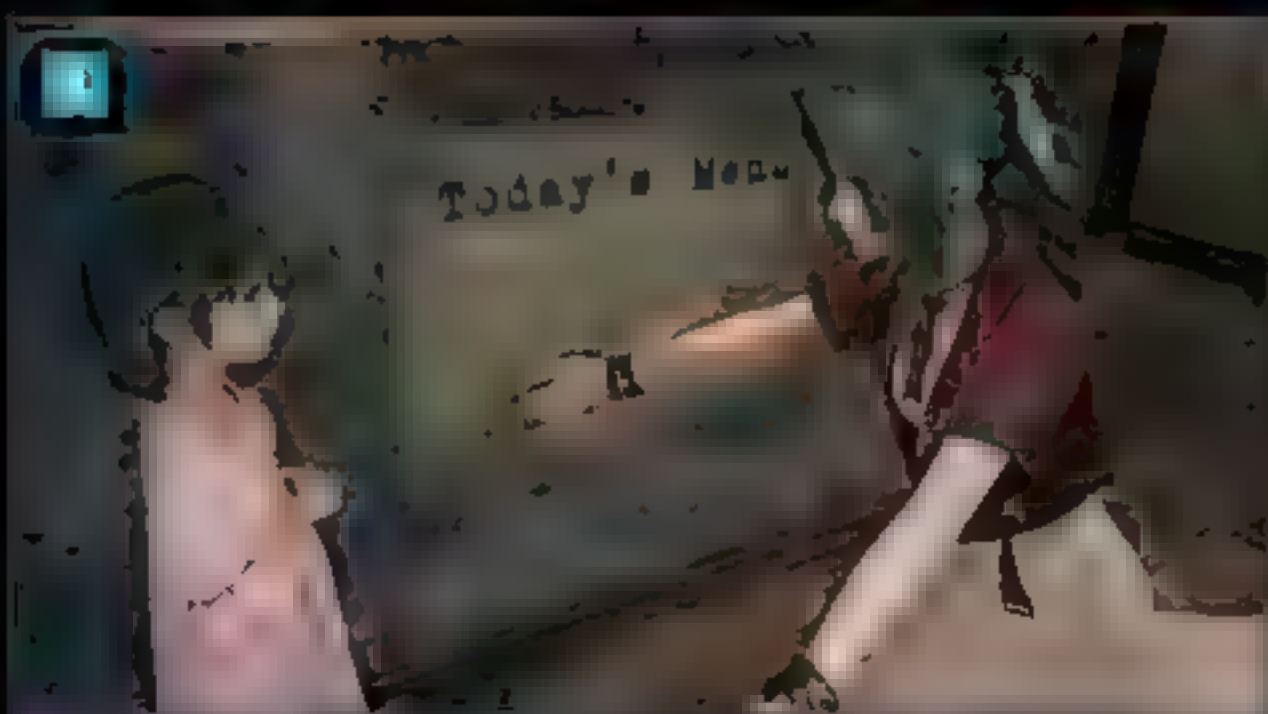
As he climbs the Sector 7 support pillar, Cloud comes across Biggs, who's sitting on the ground after sustaining heavy wounds. Panicking, Cloud runs over to help, but after telling him the planet's life is now in his hands, Biggs closes his eyes and grows still. Meanwhile, back on the ground, Wedge is all patched up. Her work done, Tifa heads up the pillar to assist her comrades, while Aerith, tasked with rescuing Marlene, heads for Seventh Heaven with Wedge as her guide.



3 Evacuation Orders

Wedge urges the slum dwellers to get out of Sector 7, but the gate to Sector 6 is blocked by Shinra troopers who deny them access. Emboldened by Aerith, Wedge musters his courage and implores the soldiers to open the path. His impassioned plea wins out, and with the barrier gone, the slum dwellers begin to evacuate.

"Our lives are in your hands.
If you don't open up, we're all gonna die!"



4 Saving Marlene

After parting ways with Wedge, Aerith navigates around a crashed helicopter and manages to arrive at Seventh Heaven. She speaks tender words to a terrified Marlene, and the two start heading for safety together, only to find Tseng and a group of Shinra troopers lying in wait outside the bar. Realizing there's nowhere to run, Aerith strikes a deal with Tseng in order to save Marlene.



"So... you're the guy...
who gets to hear my last words...
Heh... Lucky me..."

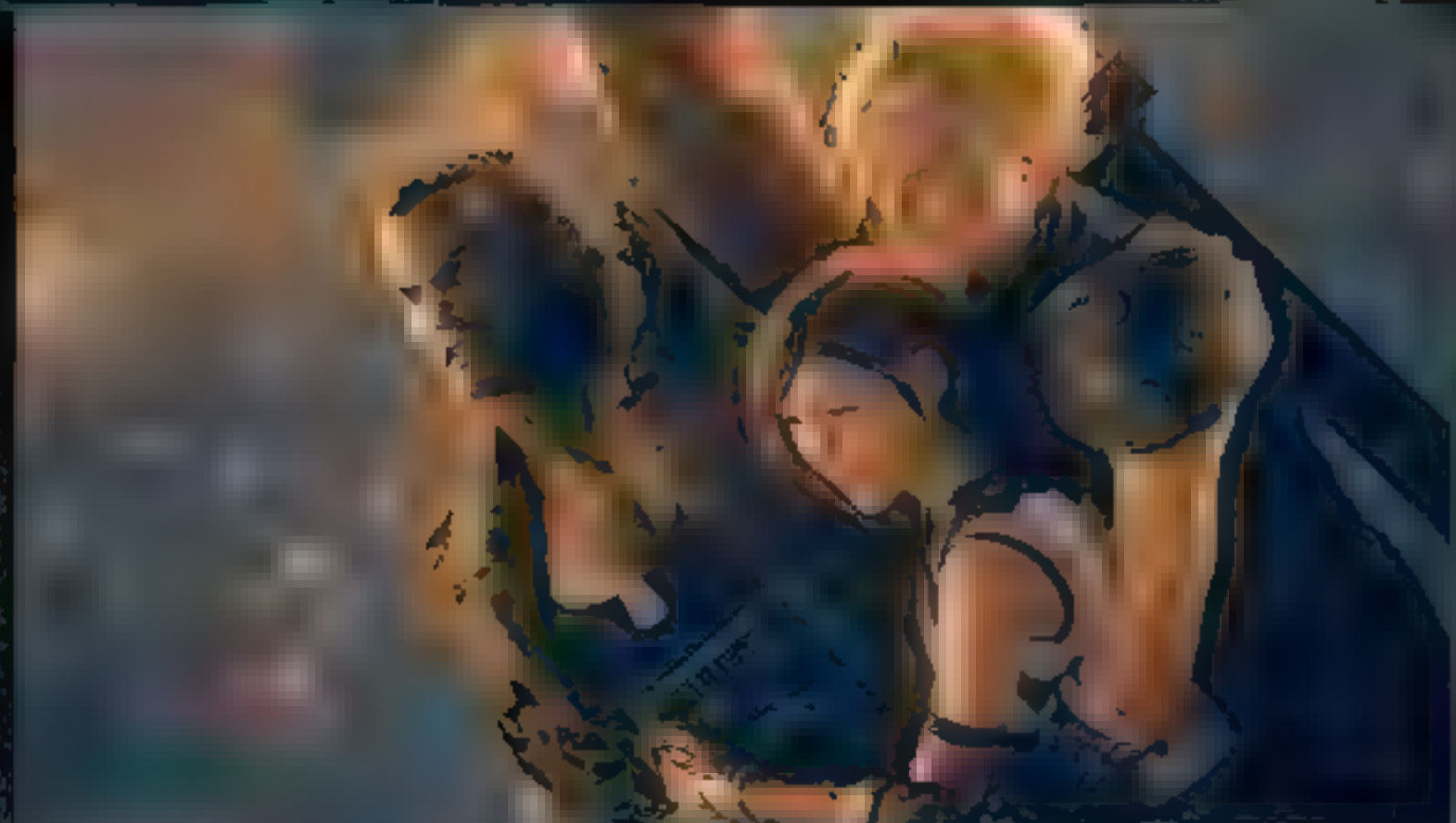


5 To the Top

After linking back up, Cloud and Tifa arrive at a floor where a massive explosion just took place. Jessie has been knocked to the ground and is mortally wounded. Resigning herself to death, Jessie urges her allies to continue on. Their hearts heavy with grief, Cloud and Tifa proceed to the top of the support pillar.

6 Showdown

Cloud and Tifa arrive on the topmost level, and with Barret's assistance, defeat Reno and Rude as they try to drop the plate. However, a momentary lapse results in the plate release system being activated. What's more, a message from Tseng informs them that Aerith has been captured by Shinra. Cloud and his teammates grab onto a wire and plummet toward the ground to escape the collapsing pillar. The Sector 7 plate falls before their very eyes, crushing the slums underneath....



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Original 『FFVII』

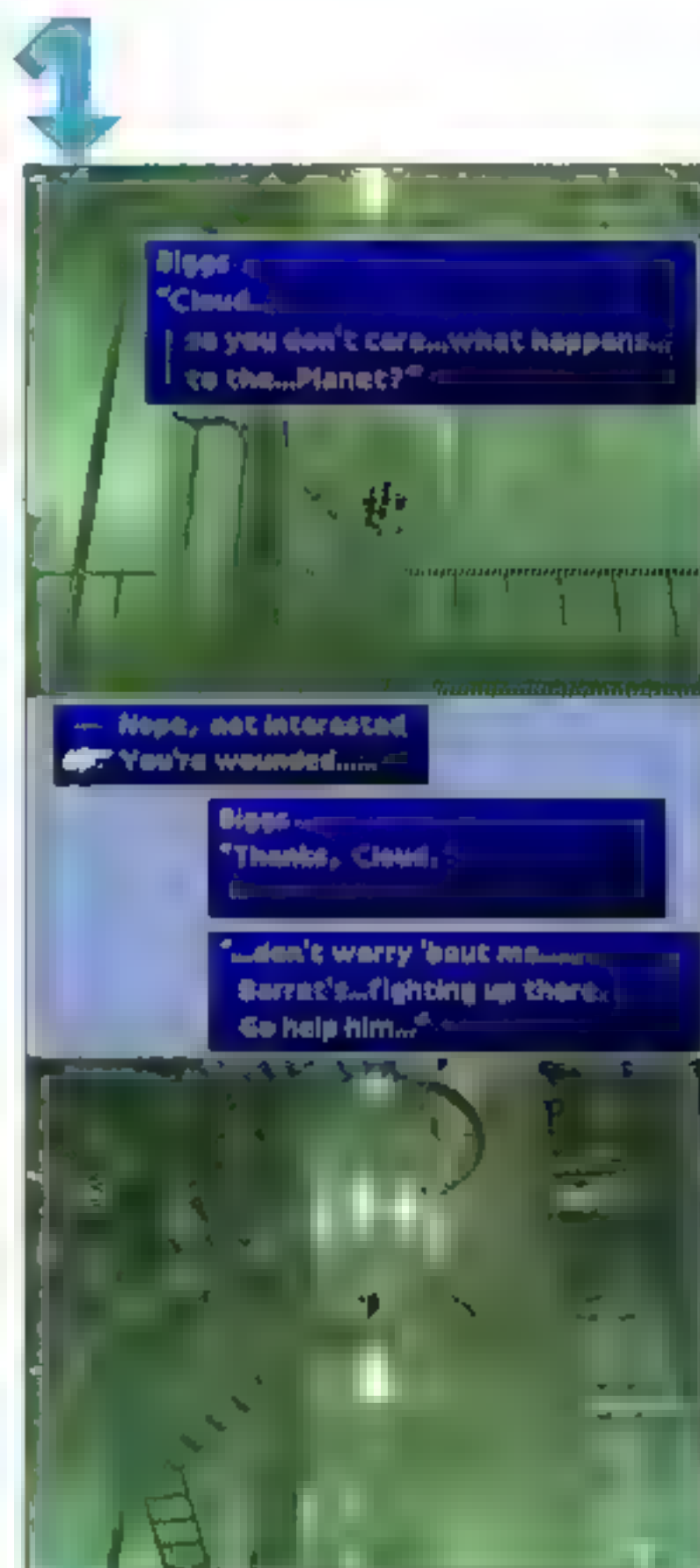
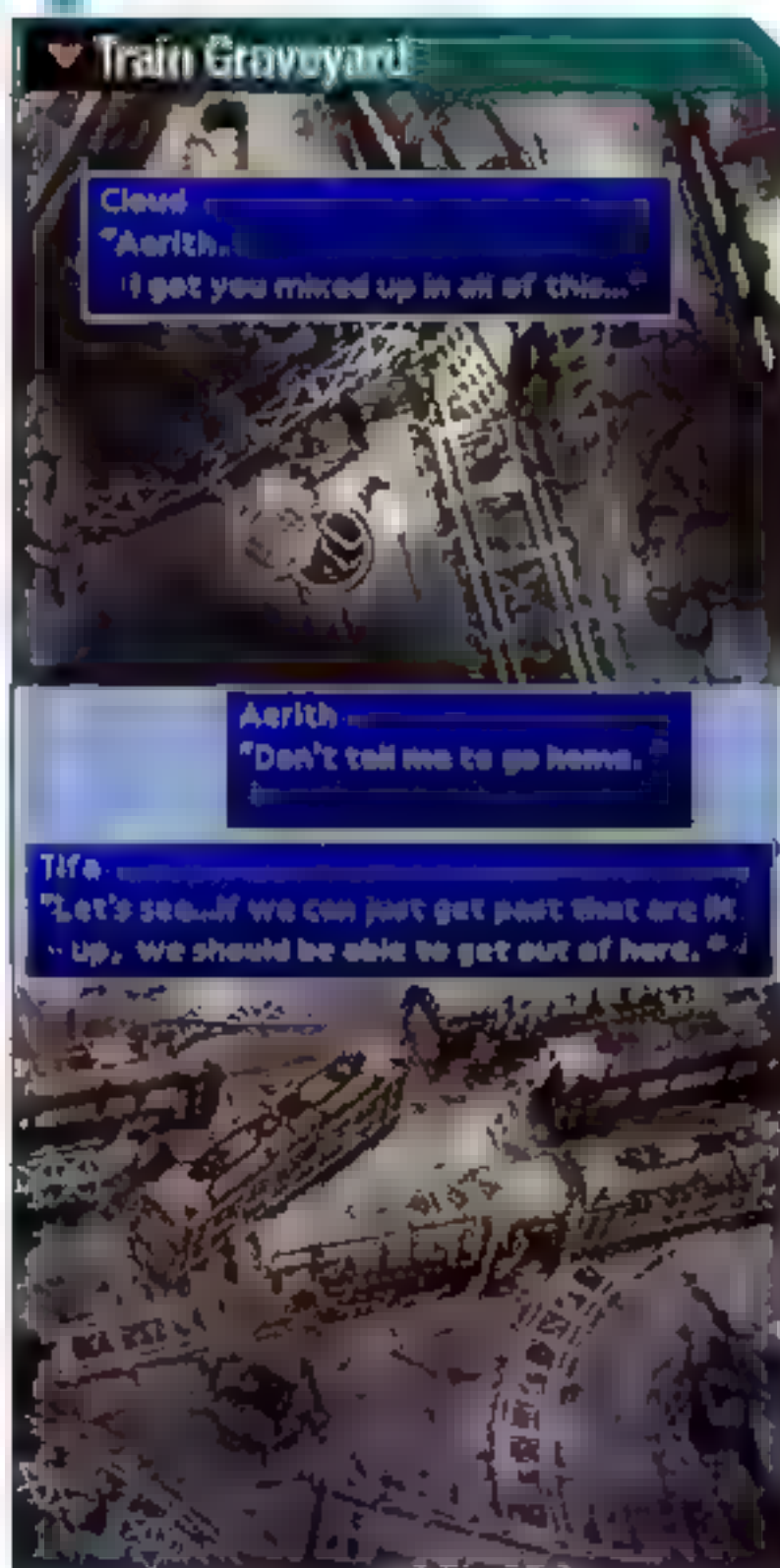
PART
9

Playback

Train Graveyard—
Sector 7 Plate Support Pillar

At the Sector 7 support pillar, the Avalanche trio leave Cloud with their final words. Also, when Reno fights the party, he'll form a magical barrier around his target by using Pyramid, though he obliquely mentions that the barrier can be broken

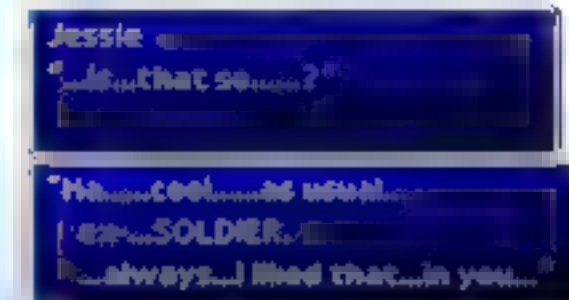
Continued from Part 8 (see p. 303)



The events that occur when you choose "Nope, not interested."



The events that occur when you choose "Is that so..."



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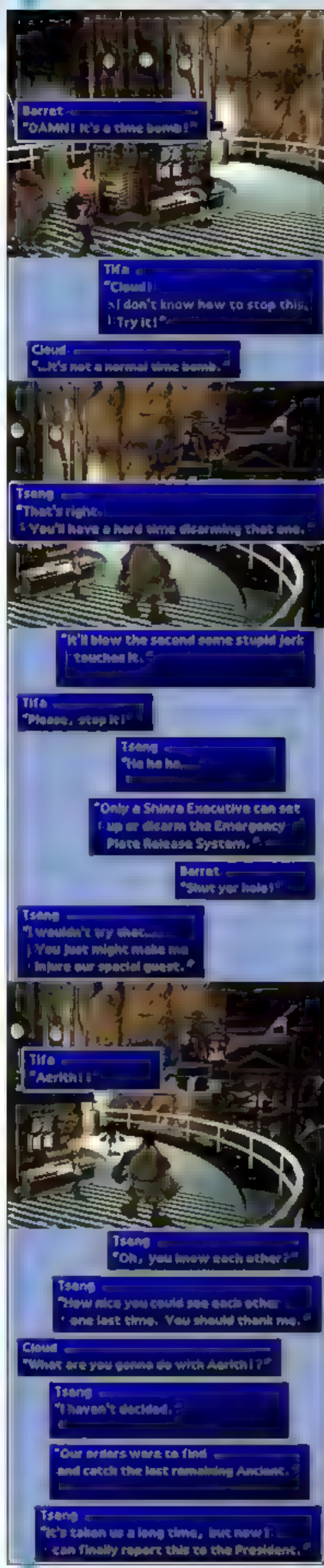
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<Continued in Part 10 (see p. 332)>

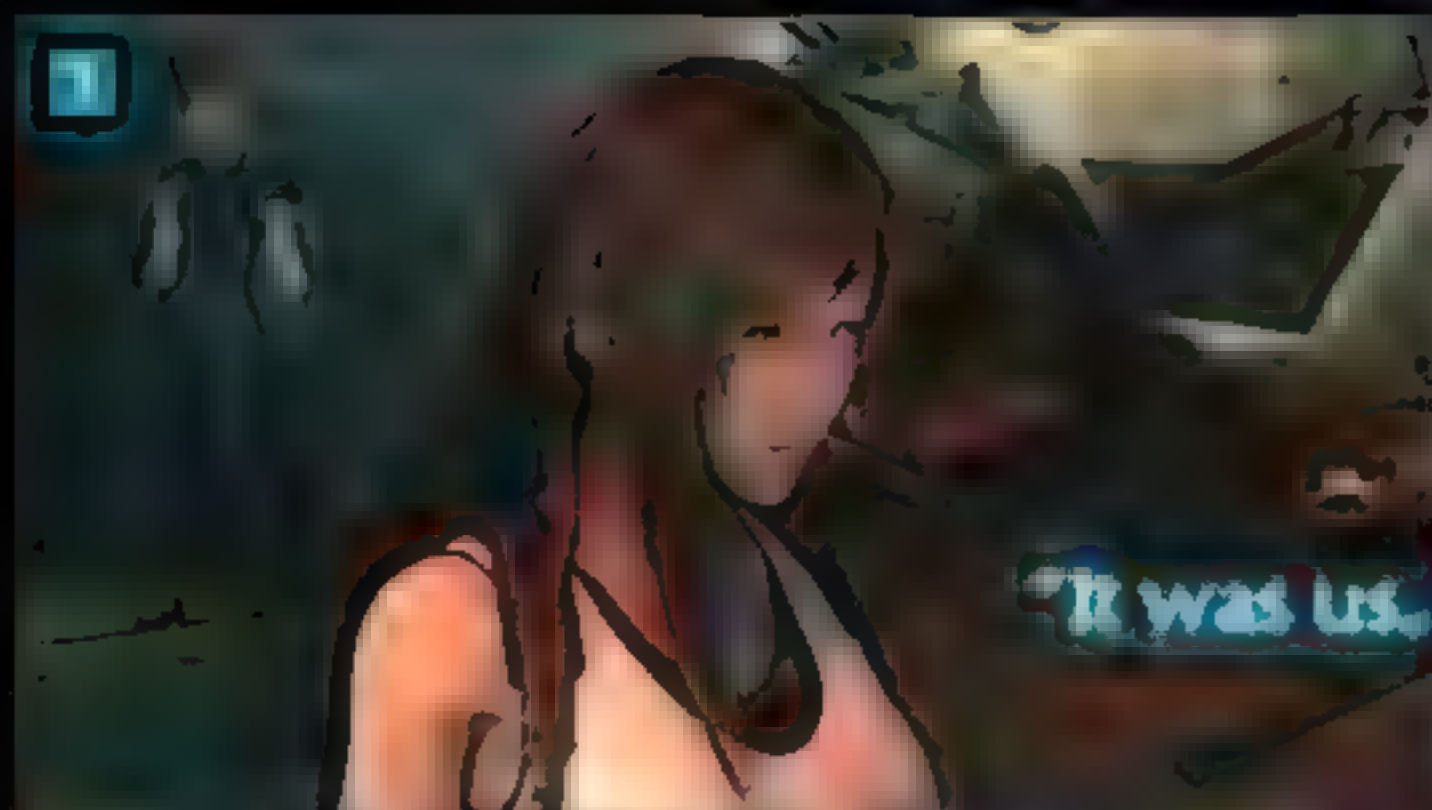
CHAPTER

13

A Broken World

MAIN STORY DIGEST

1

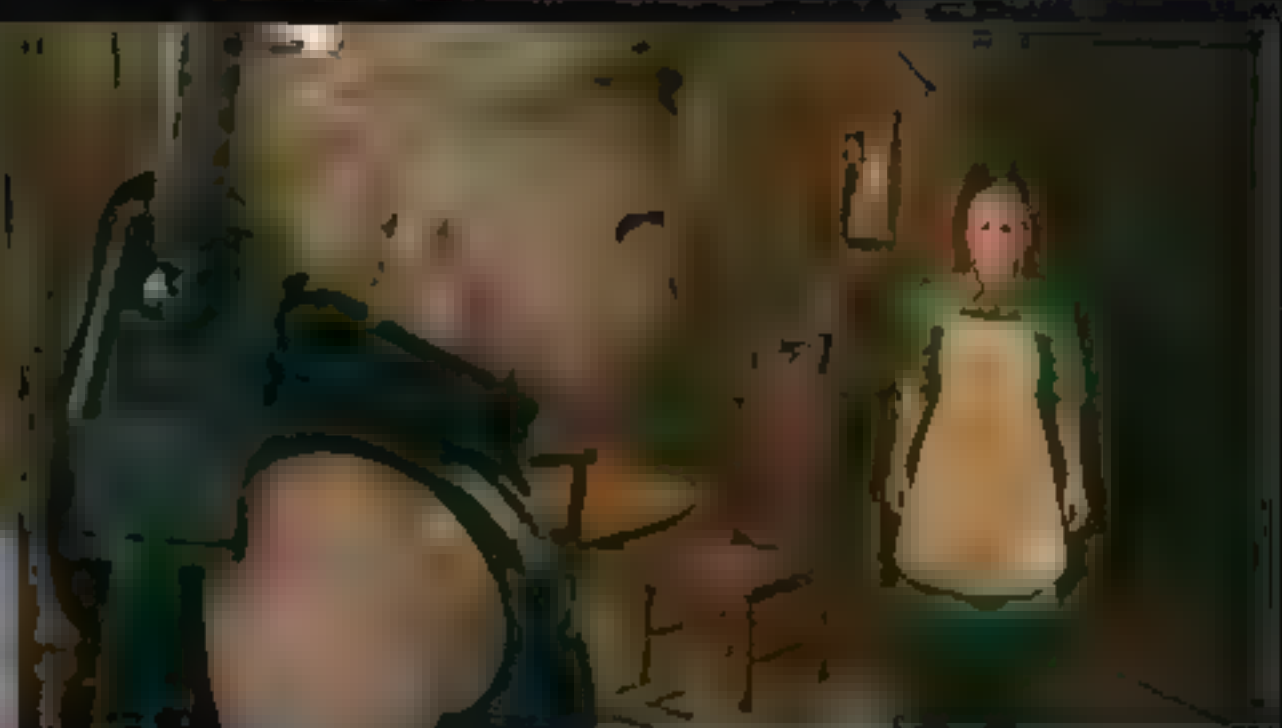
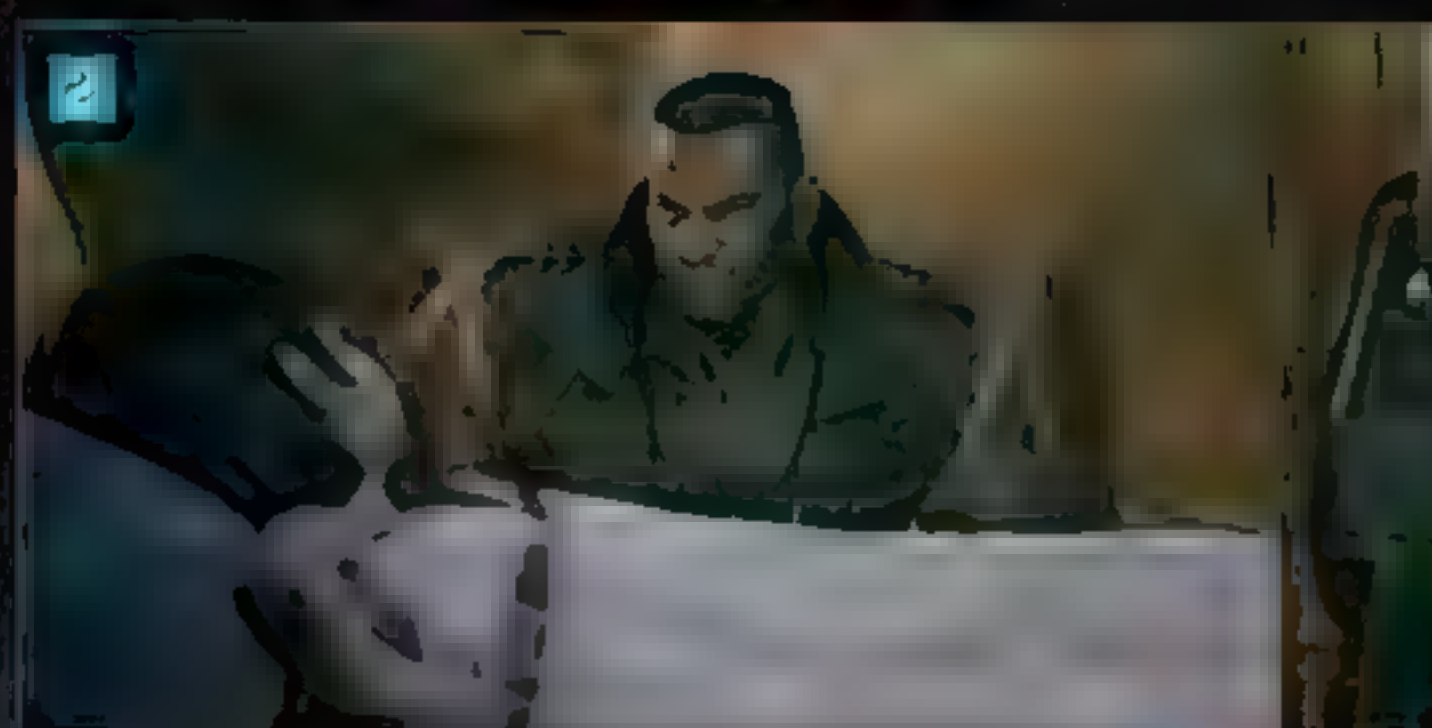


1 Through the Rubble

The Sector 7 slums and everything around them have been utterly demolished by the plate's fall. Barret bolls over with hatred for Shinra, but Tifa feels a strong sense of self-reproach, believing it was Avalanche's actions that brought this tragedy about.

"It was us. We did this."

2



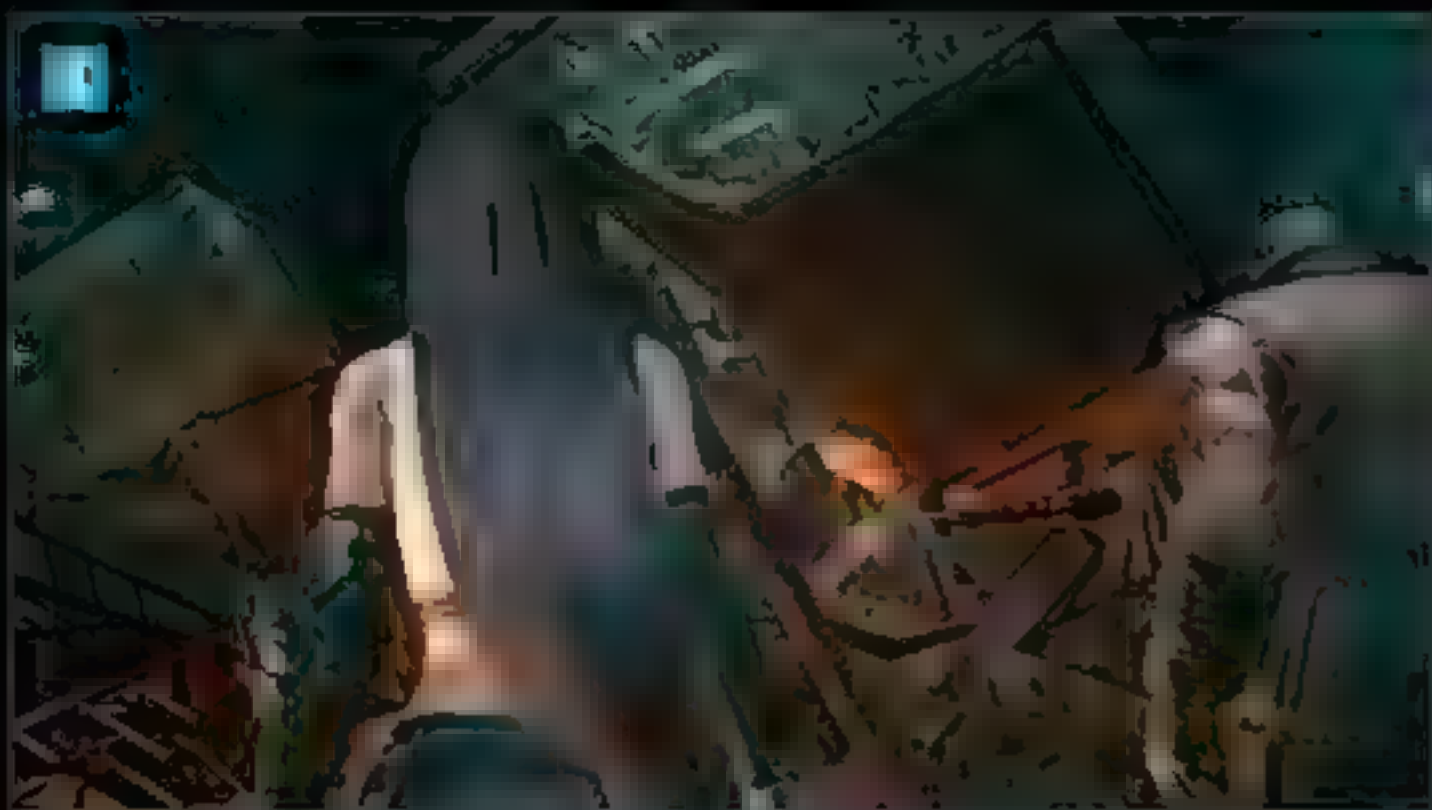
2 Words of Hope

3 Checking on Friends

Marlene is found safe and sound at Aerith's house in Sector 5. After hearing what's happened from Cloud and his companions, Elmyra reveals that Aerith is not her biological daughter, and is in fact a surviving member of the Ancients. She asks that the group sit tight until Shinra chooses to release her. In the meantime, the party decides to confirm whether their comrades from Avalanche made it out alive. After being apprised of the situation by Wymer, who managed to evacuate, they head for the Sector 7 slums.

4





4 Crawling to the Surface

5 Home Is Where the Heart Is

Tifa stands in stunned disbelief as she gazes upon the radically transformed Sector 7 slums. Seventh Heaven is now no more than a mound of rubble. Just then, one of Wedge's pet cats appears and mews at the party before setting off, as if asking them to follow it somewhere. Cloud and the others chase after the cat and discover Wedge lying on the floor of an underground facility. But the next moment, a tremor shakes the earth so violently that the group lose their footing and tumble deep underground.

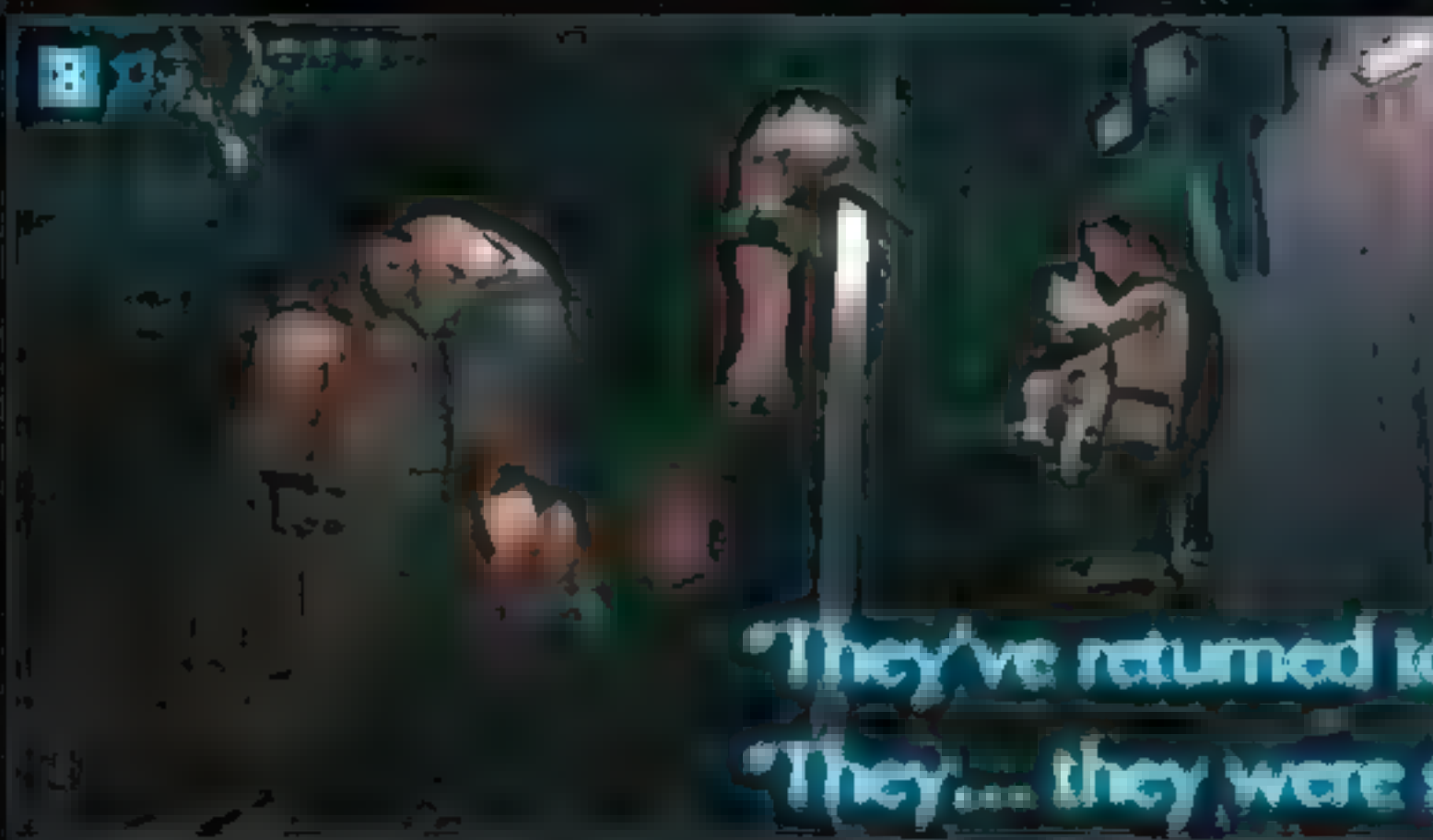
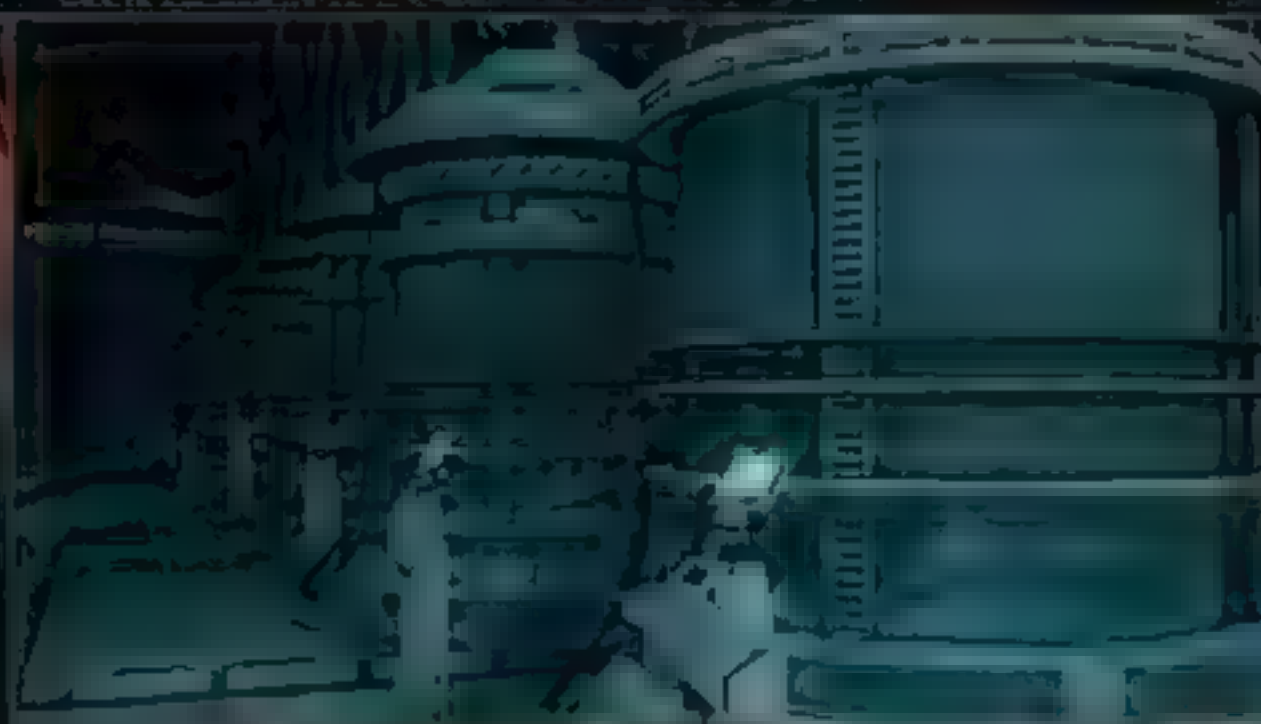
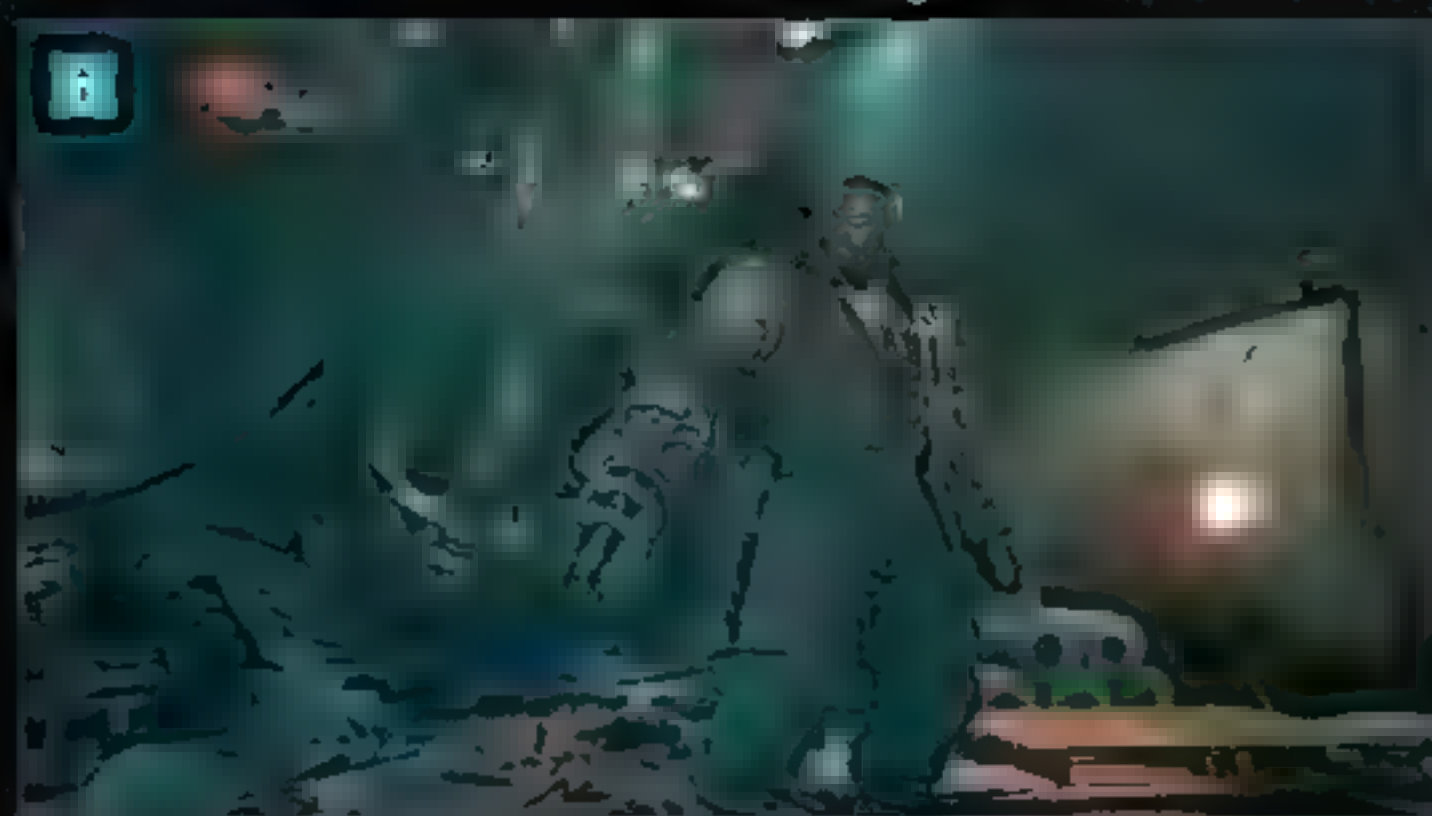


6 In Solitude

When Barret comes to in the underground area he fell into, his companions are nowhere to be seen. Using his gun to demolish the rubble blocking his way, Barret pushes deeper into the subterranean Shinra test site. He beats back swarms of Bugaboos and reunites with Tifa before heading off to rescue Wedge.

7 Finding Wedge

After confirming Wedge is safe, Barret and Tifa find themselves beset by Shinra test subjects, but are rescued by Cloud partway through the battle. With the enemy defeated, Barret shoots a breach in a crumbling wall, behind which lies a facility once used for human experimentation. No sooner do Barret and Tifa gasp at this glimpse of Shinra's dark side than a swarm of robed monsters appears and sweeps the trio back to the surface along with Wedge.



8 Return

His hope rekindled by the fact that Wedge survived, Barret looks forward to his other comrades returning. But Cloud recalls the state he saw Biggs and Jessie in at the Sector 7 support pillar, and informs Barret there's no chance of them coming back. Suppressing the urge to deny Cloud's news, Barret swallows the cruel truth and resolves to push onward for the sake of his comrades.

"They've returned to the planet."
"They... they were supposed to return to us."

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Original 『FFVII』

Playback

Sector 6 Slums—
Plate Cross Section

PART
10

Determined to rescue Aerith, the party climbs up a cable behind Wall Market and makes their way plateside. They must use batteries to operate the machinery in the plate's cross section and clear a path forward.

< Continued from Part 9 (see p. 321) >

Sector 6 Slums

Barret: "Marlene!"
MARLENE!!

Barret: "MARLENE!!!"

Barret: "Biggs!"

Barret: "Wedge!"

Barret: "Jessie!"

Barret: "Goddamn it!!!"

Barret: "Damnit!"

Barret: "DAMNIT ALL TO HELL!!!"

Barret: "What the hell's it all for?!"

Barret: "ARGGGHH!!!"

Cloud: "Hey, Barret!"

Tifa: "Barret!"

Barret: "ARGGGHH!!!"

Cloud: "Hey!"

Tifa: "Barret, stop... Please stop, Barret."

Barret: "URGGHH!!!"

Barret: "God..."

Barret: "Marlene..."

Tifa: "Barret...?"

Tifa: "Marlene is... I think Marlene is safe."

Barret: "...huh?"

Tifa: "Right before they took Aerith, she said, 'Don't worry, she's all right. She was probably talking about Marlene.'"

Barret: "R, really?!"

Tifa: "But..."

Barret: "Biggs... Wedge... Jessie..."

Cloud: "All three of them were in the pillar."

Barret: "Think I don't know that?"

Barret: "But...we, all of us, fought together."

Barret: "I don't wanna think of them as dead!"

Tifa: "...and the other people in Sector 7."

Barret: "This is all screwed up!"

"They destroyed an entire village just to get to us! They killed so many people..."

Tifa: "...are you saying it's our fault? Because AVALANCHE was here? Innocent people lost their lives because of us?"

Barret: "No, Tifa! That ain't it! Hell no!!"

"It ain't us! It's the damn Shinra! It's never been nobody but the Shinra!"

Barret: "They're evil and destroyin' our planet just to..."

"build their power and live their own damn pockets with gold! If we don't get rid of them, they're gonna kill this planet!"

Barret: "Our fight ain't never gonna be over until we get rid of them!"

Tifa: "...I don't know."

Barret: "What don't you know? You don't believe me?"

Tifa: "It's not that... I'm not sure about...me... My feelings..."

Barret: "An' what about you?"

Cloud: "..."

Barret: "Yee!"

Barret: "Where's he think he's goin'?"

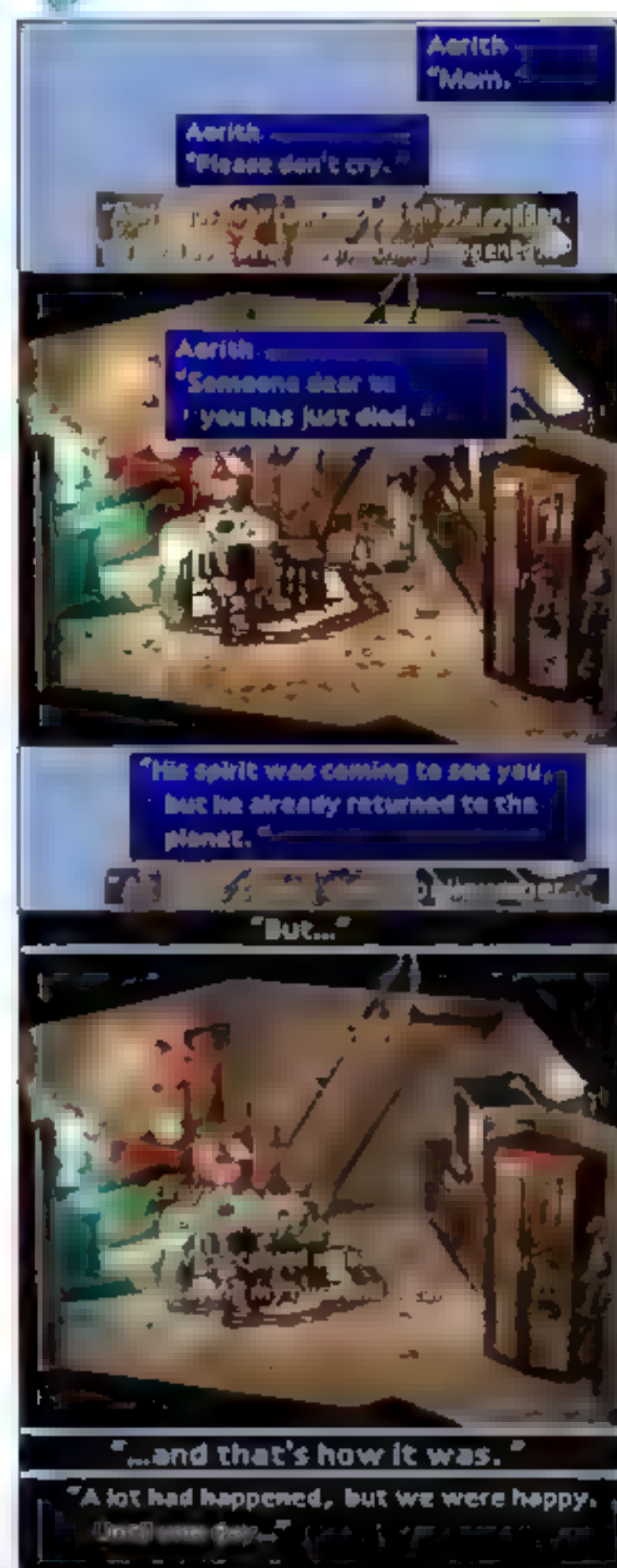
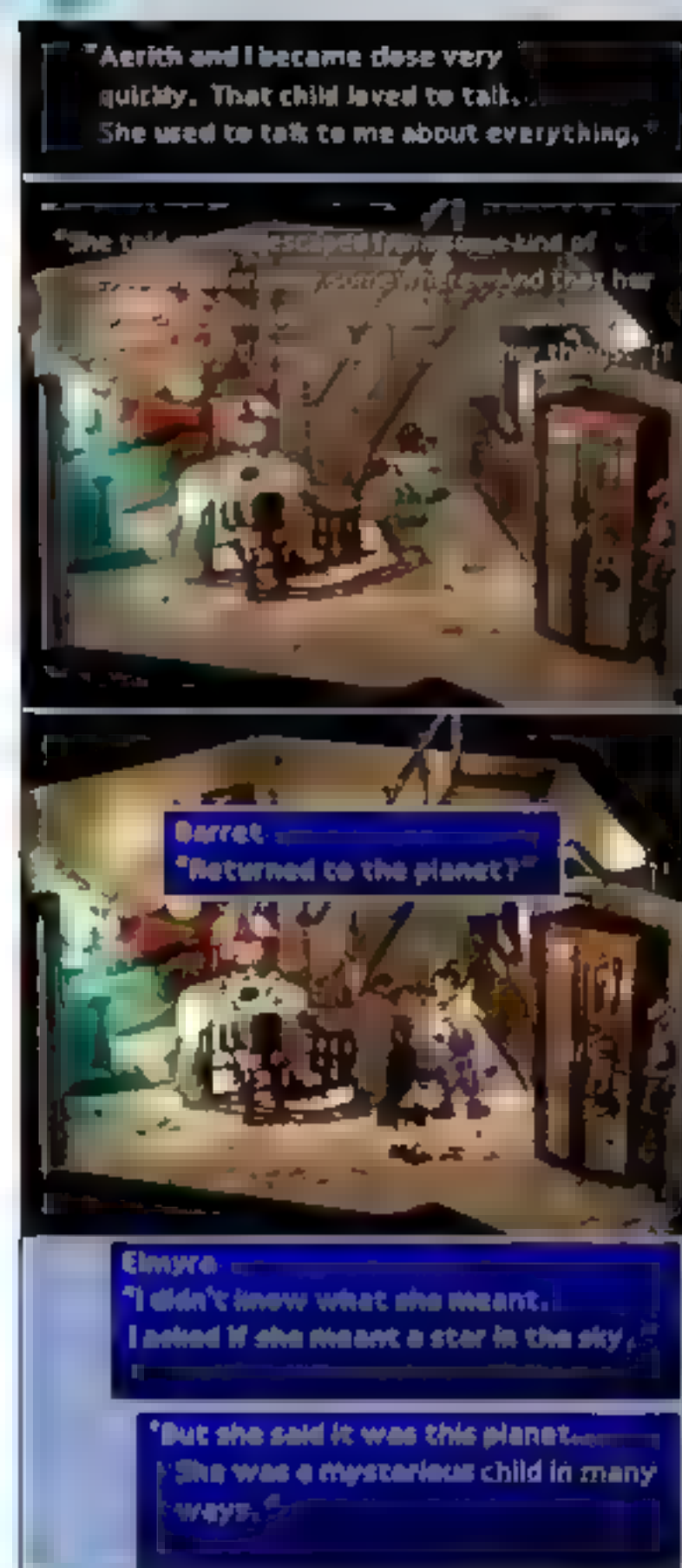
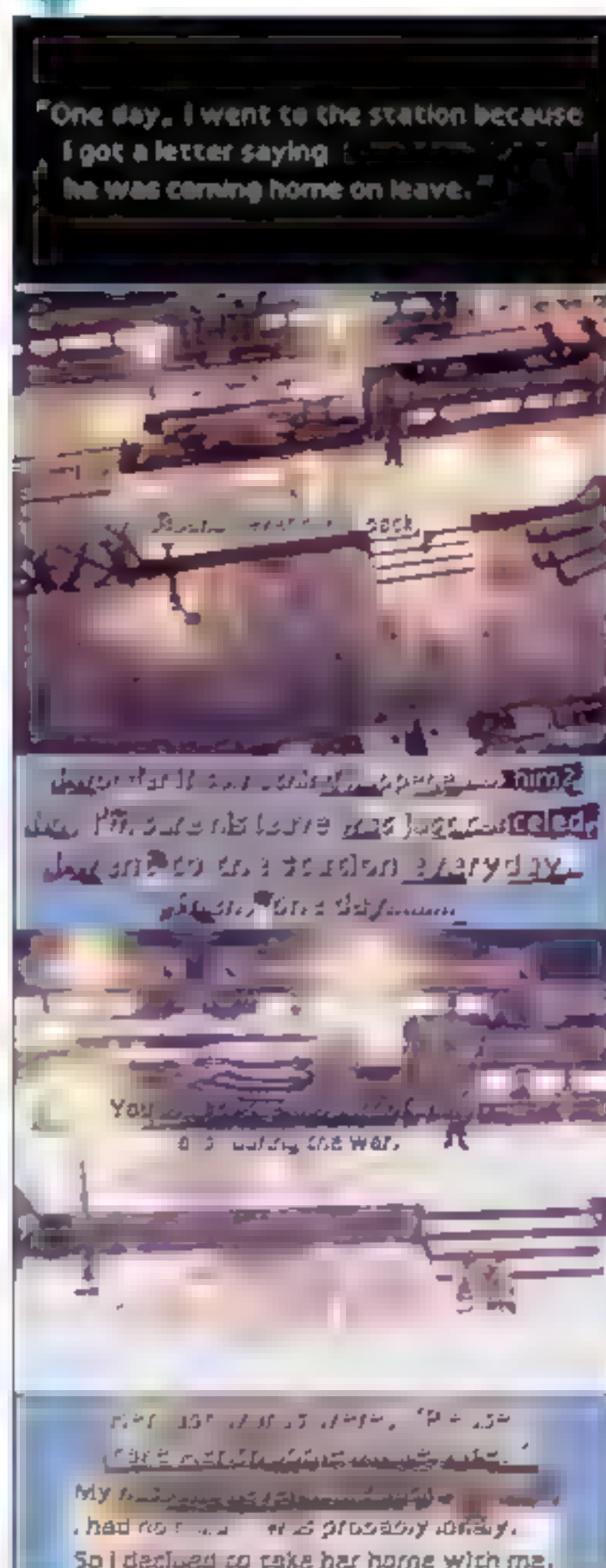
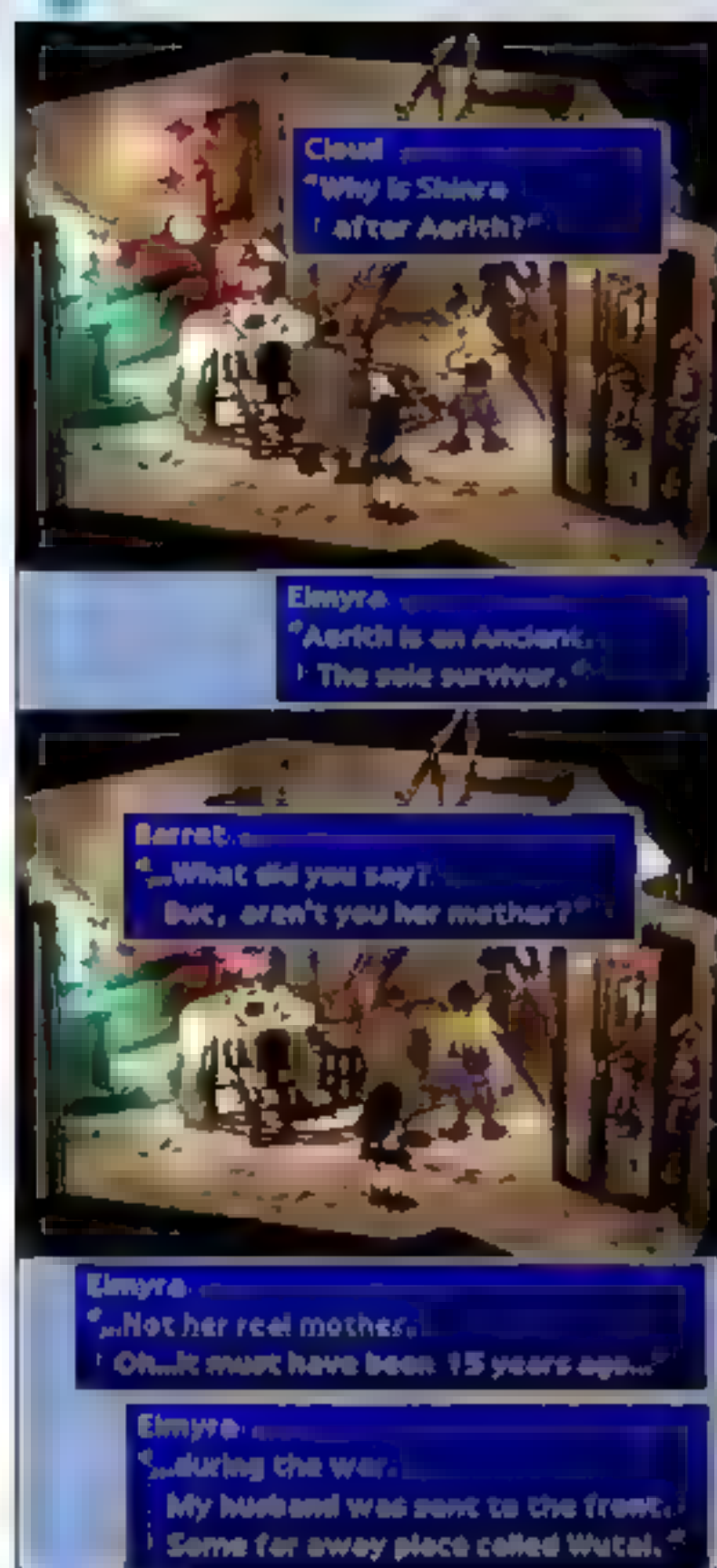
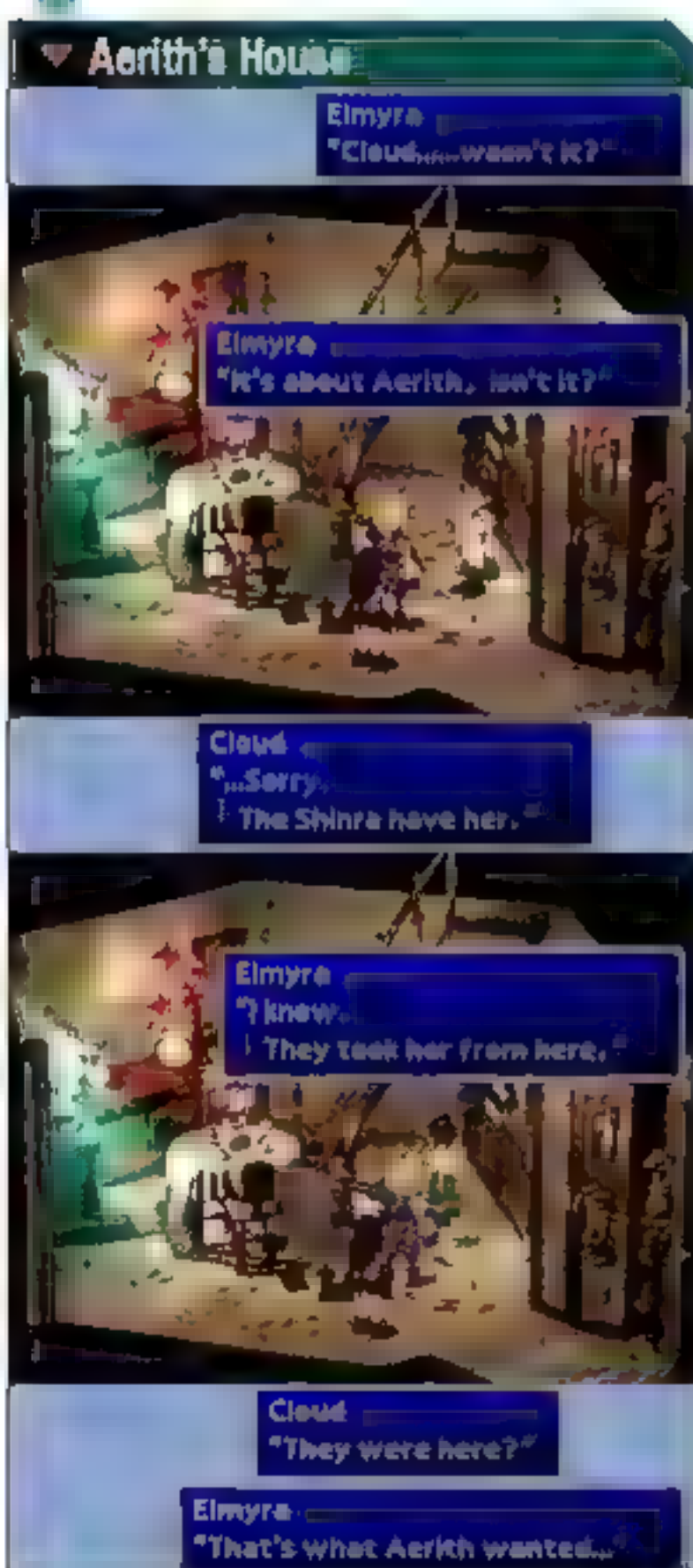
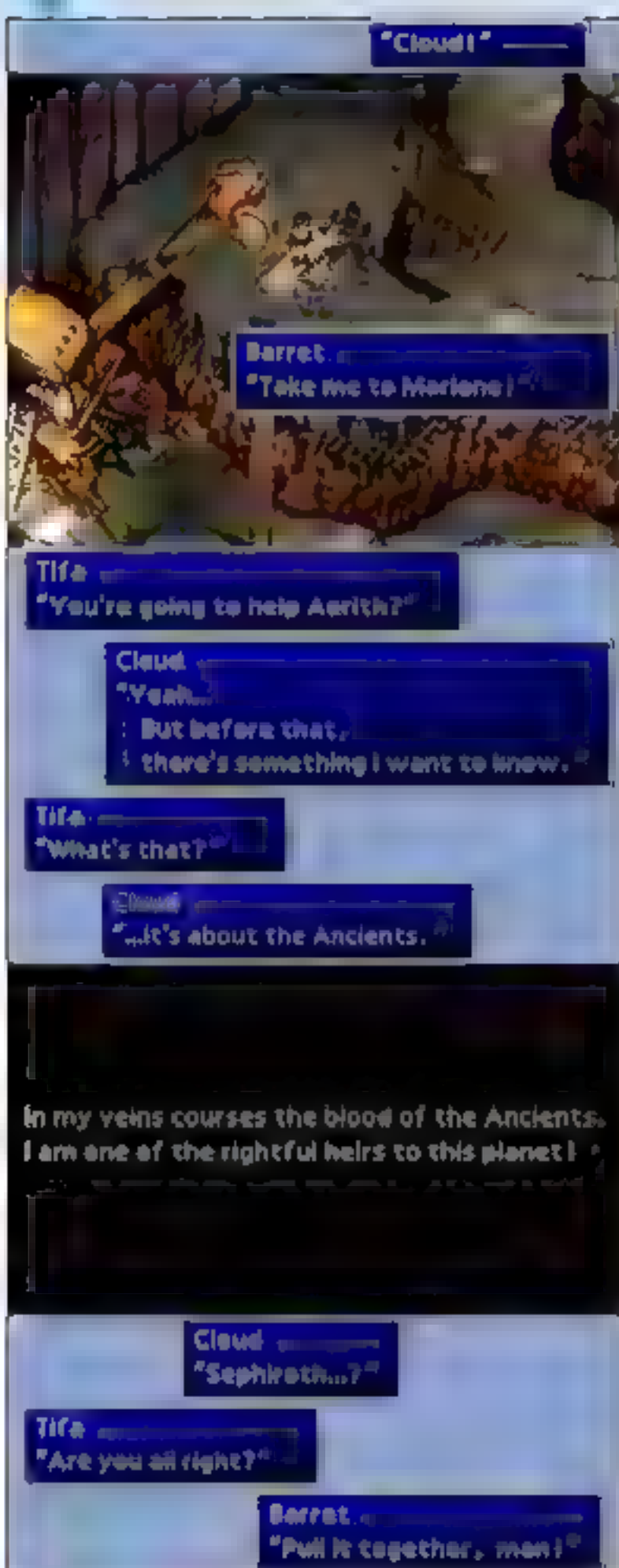
Tifa: "Oh! Aerith!"

Barret: "Oh yeah, that girl. What's up with her?"

Tifa: "...I don't really know... But she's the one I left Marlene with."

Barret: "Damn! Marlene!!"

Barret: "Tifa... There ain't no turnin' back now."



Continued on Next Page

Continued from Previous Page



Tseng
"We want you to return Aerith
to us. We've been searching
for her for a long time."

Aerith
"No! Never!"

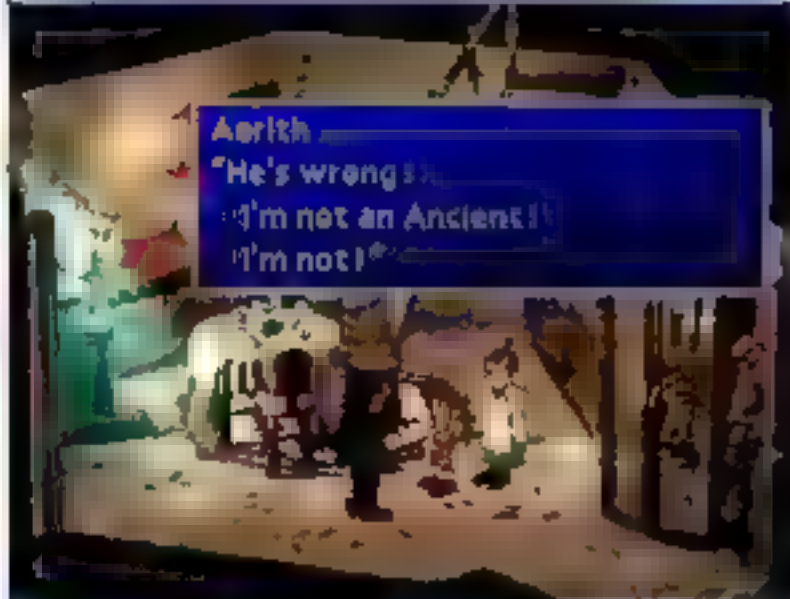
Tseng
"Aerith, you're a very special child.
You are of special blood."

Tseng
"Aerith, you're a very special child.
You are of special blood."

Tseng
"The Ancients will lead us to
a land of supreme happiness."

"Aerith will be able to bring
happiness to all those in the slums."

"That is why Shinra would like
Aerith's cooperation..."



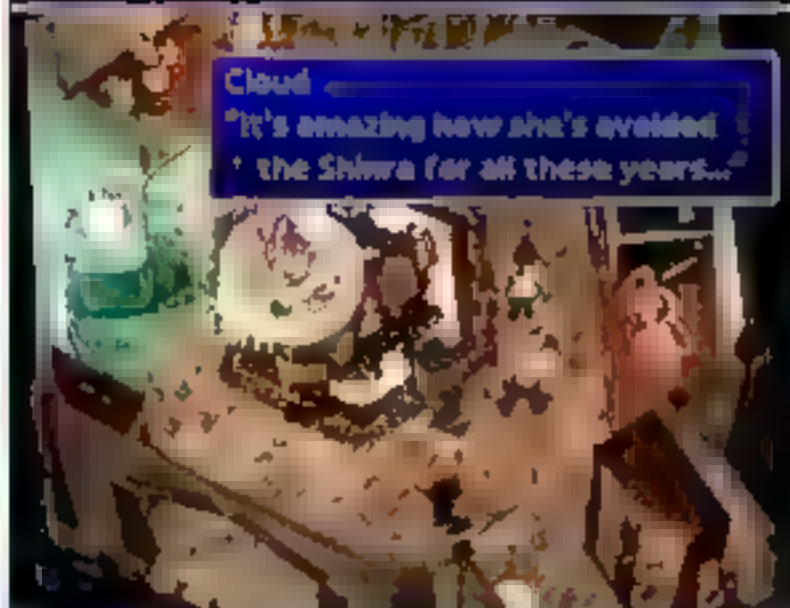
Aerith
"He's wrong!
I'm not an Ancient!
I'm not!"

Tseng
"But Aerith, surely you hear
voices sometimes
when you're all alone?"

Aerith
"No, I don't!"

"But I know.
I knew about her mysterious powers..."

"She tried so hard to hide it,
so I acted as though I never noticed."

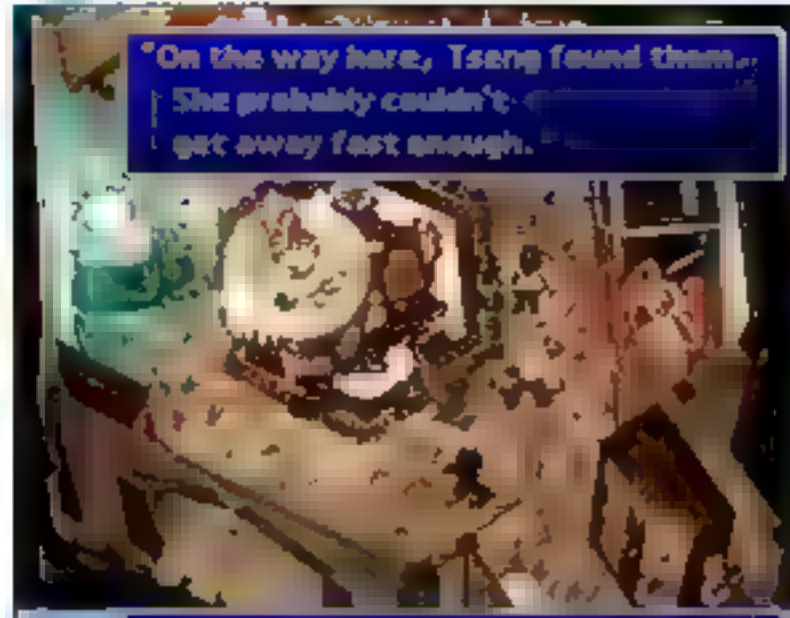


Cloud
"It's amazing how she's avoided
the Shinra for all these years..."

Elmyra
"The Shinra needed her.
So I guess they wouldn't harm her."

Tifa
"But why now..."

Elmyra
"She brought a little girl
here with her."



"On the way here, Tseng found them.
She probably couldn't
get away fast enough."

"She decided to go to the Shinra in
exchange for the little girl's safety."

Cloud
"Must be Marlene."

Barret
"Aerith was caught
because of Marlene, right?"



Barret
"I'm sorry...
Marlene's my daughter.
I'm...really...sorry..."

Elmyra
"You're her father! How
in the world could you ever leave
a child alone like that?"

Barret
"Please don't start with this.
I think about it all the time.
What would happen to Marlene, if I..."



Barret
"But you gotta understand somethin'...
I don't get an answer, I wanna be
with Marlene...but I gotta fight."

Barret
"Cause if I don't...the planet's gonna die."

Barret
"So I'm gonna keep fightin'!"

Barret
"But, I'm worried 'bout Marlene.
I really just wanna be with her...always."



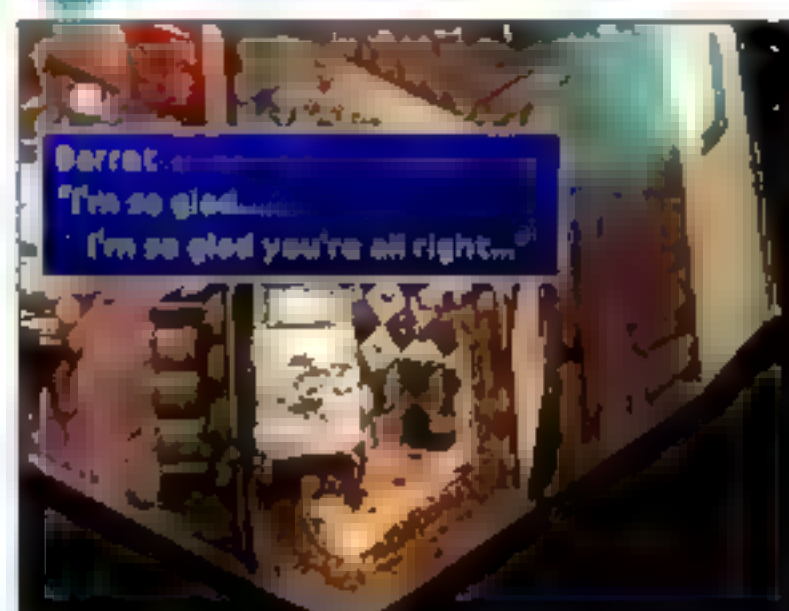
Barret
"See? I'm goin' in circles, now."

Elmyra
"I think I understand what you're saying...
She's upstairs asleep.
Why don't you go and see her."



Tifa
"It's my fault... I was the one who got
Aerith involved in this."

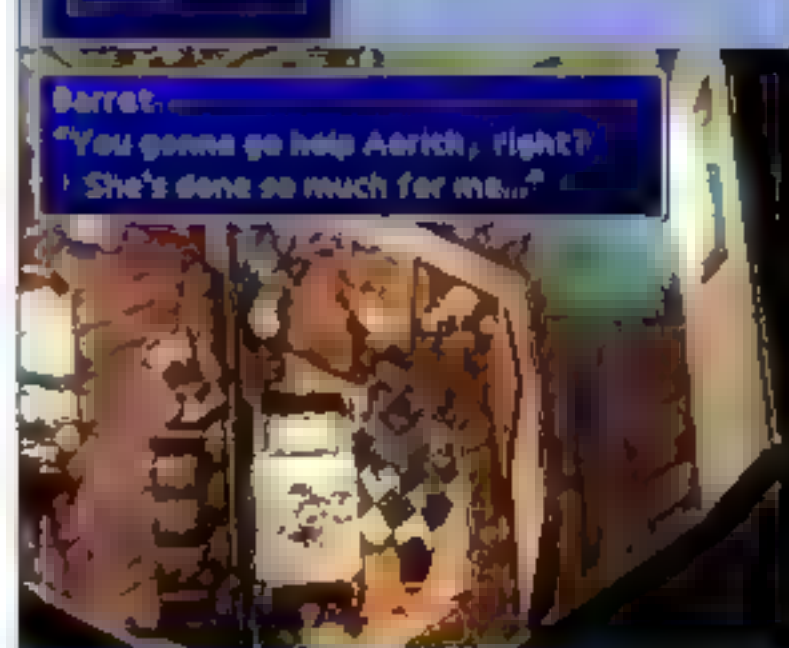
Elmyra
"Don't say that.
Aerith doesn't think that."



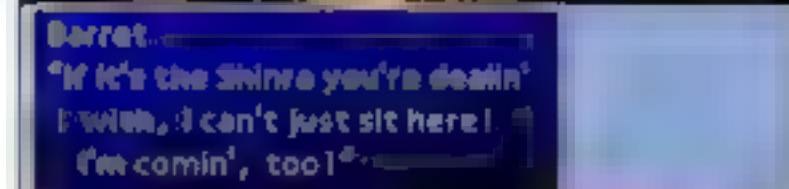
Barret
"I'm so glad...
I'm so glad you're all right..."

Marlene
"Daddy, don't cry.
Your whiskers
hurt!"

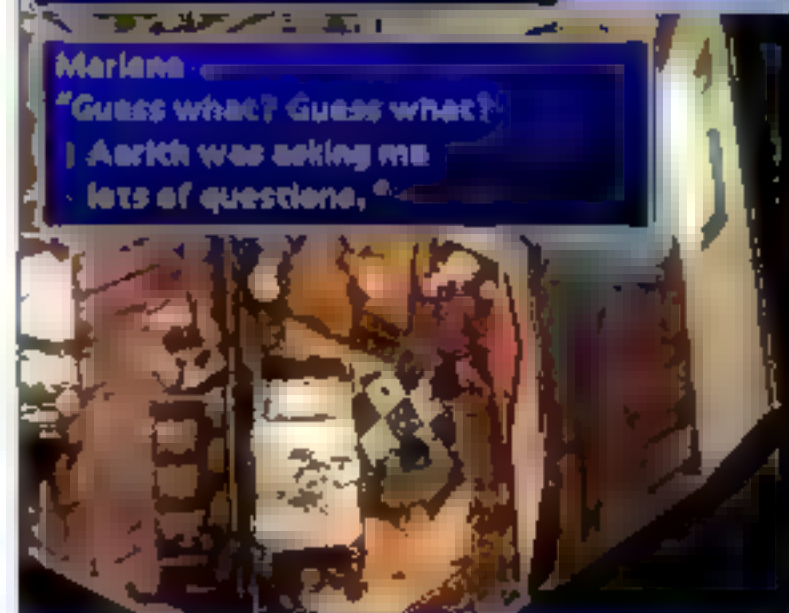
Barret
"Cloud!"



Barret
"You gonna go help Aerith, right?
She's done so much for me..."



Barret
"If it's the Shinra you're dealin'
I wish, I can't just sit here!
I'm comin', too!"



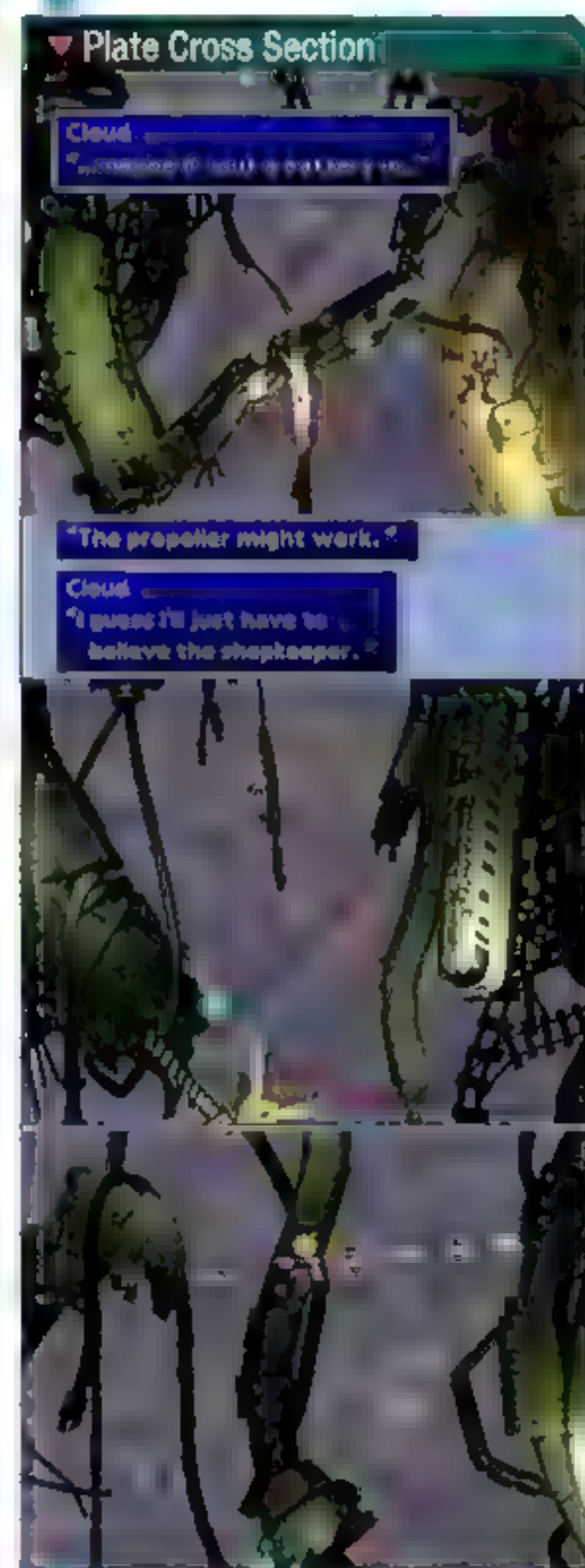
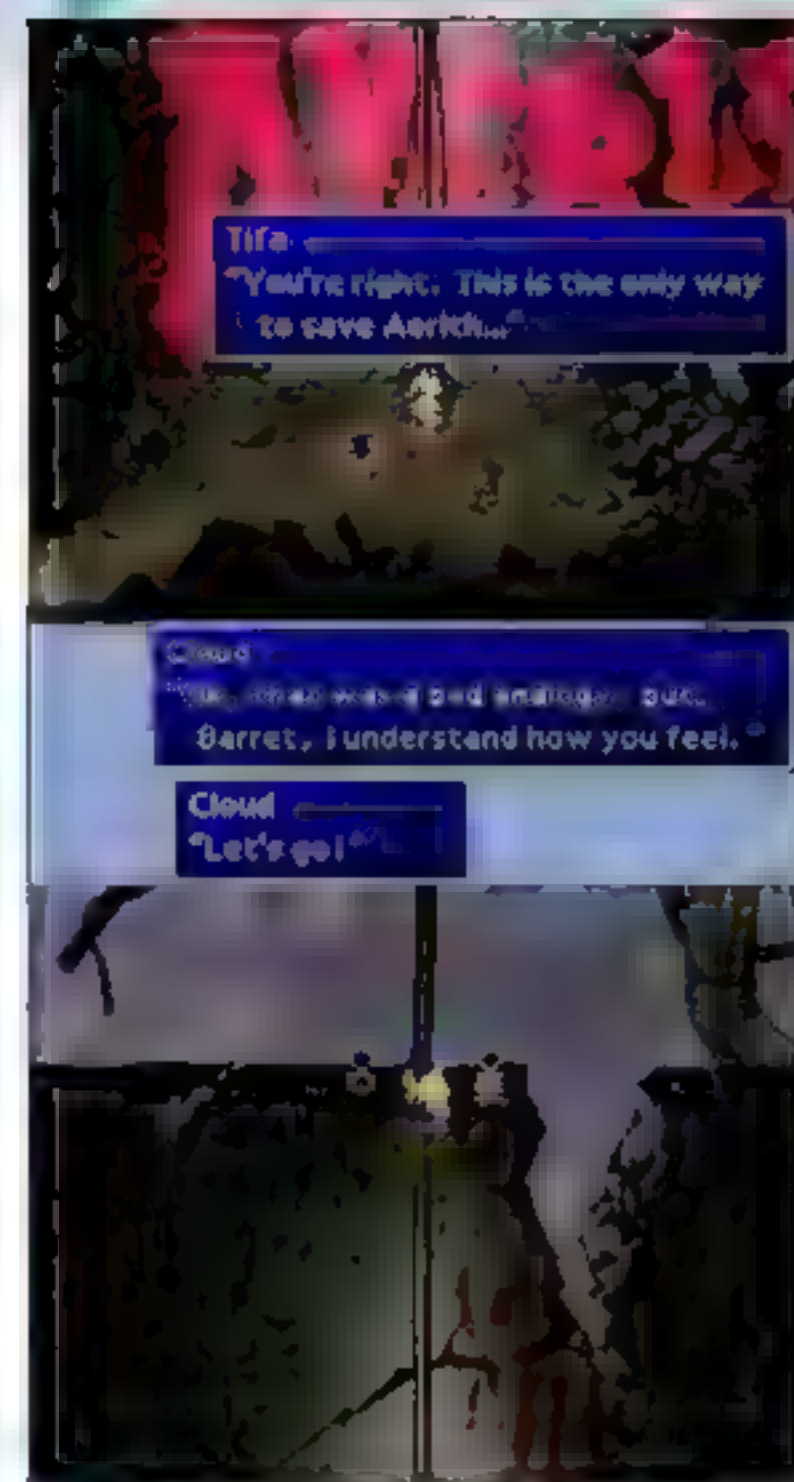
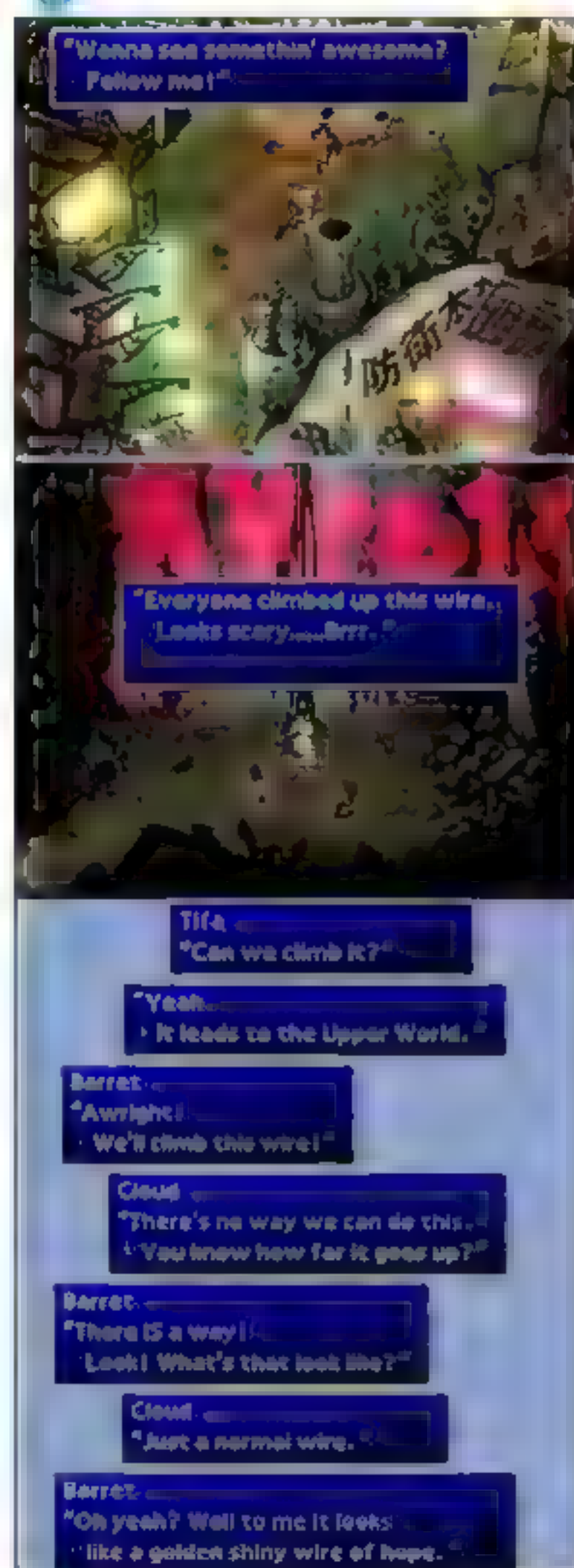
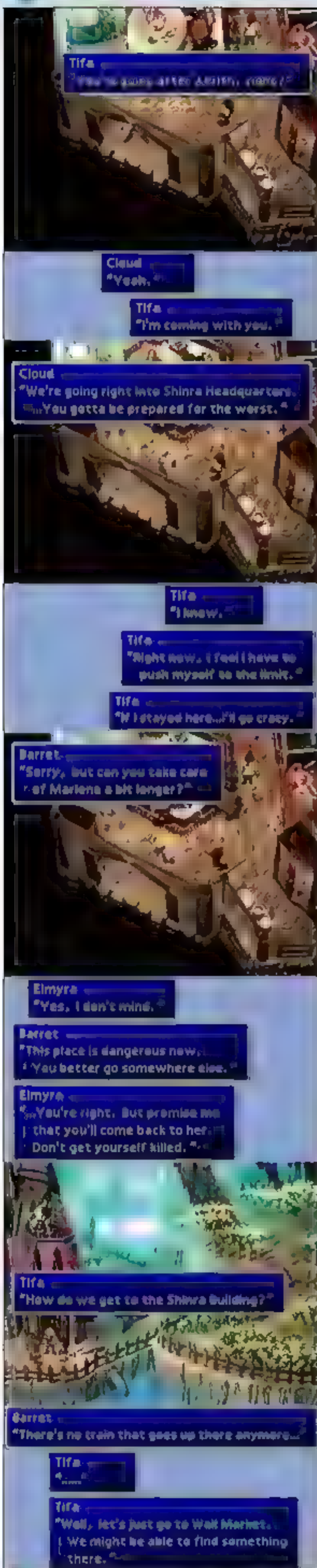
Marlene
"Guess what? Guess what?
Aerith was asking me
lots of questions."

"Like what kind of person Cloud is.
I bet she likes you, Cloud!"
"I don't know."
"Let's hope so."

Marlene
"I won't tell Tifa."

The events that occur when you
choose "I don't know."

Marlene
"Stupid!"



< Continued in Part 11 (see p.376) >

CHAPTER 14 In Search of Hope

MAIN STORY DIGEST



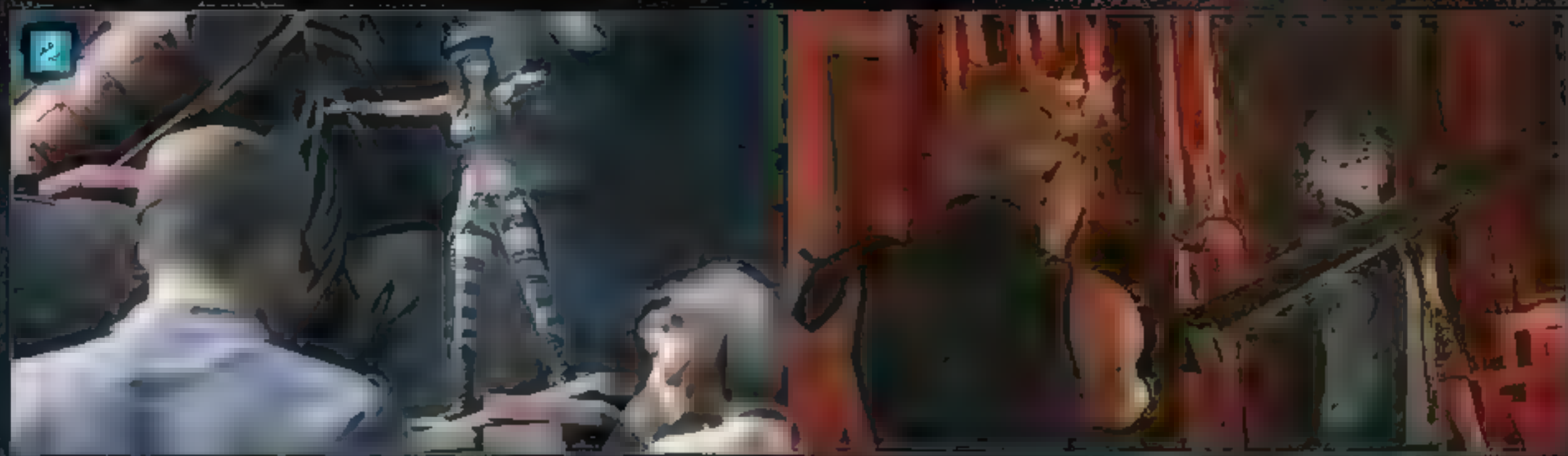
1 Resolve

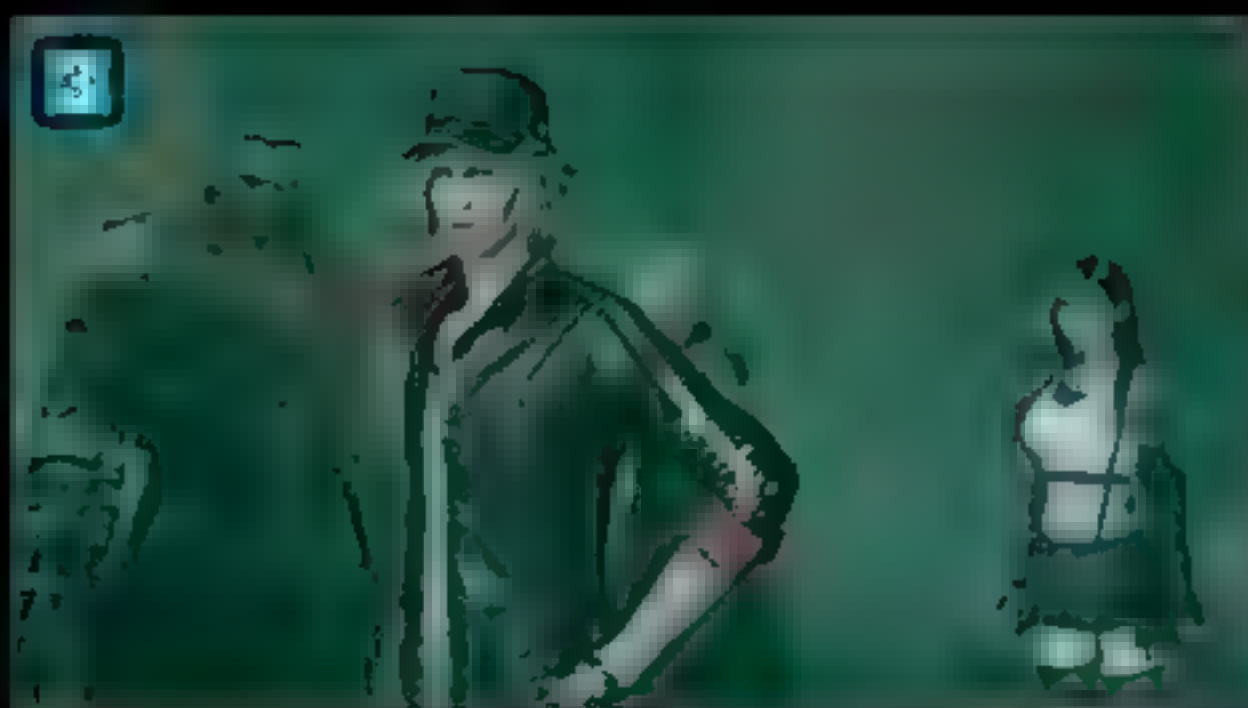
After carrying Wedge back to Aerith's house, Cloud tells Elmyra of the human experimentation Shinra is conducting, and urges her to consider Aerith's rescue. Elmyra sleeps on the matter and arrives at a decision: she asks the trio to go save her daughter. After bidding Marlene farewell, Cloud and the others decide to pay a visit to Corneo, whose backdoor connections they hope to use to find a way into the Shinra Building.

"Okay. You can go!"

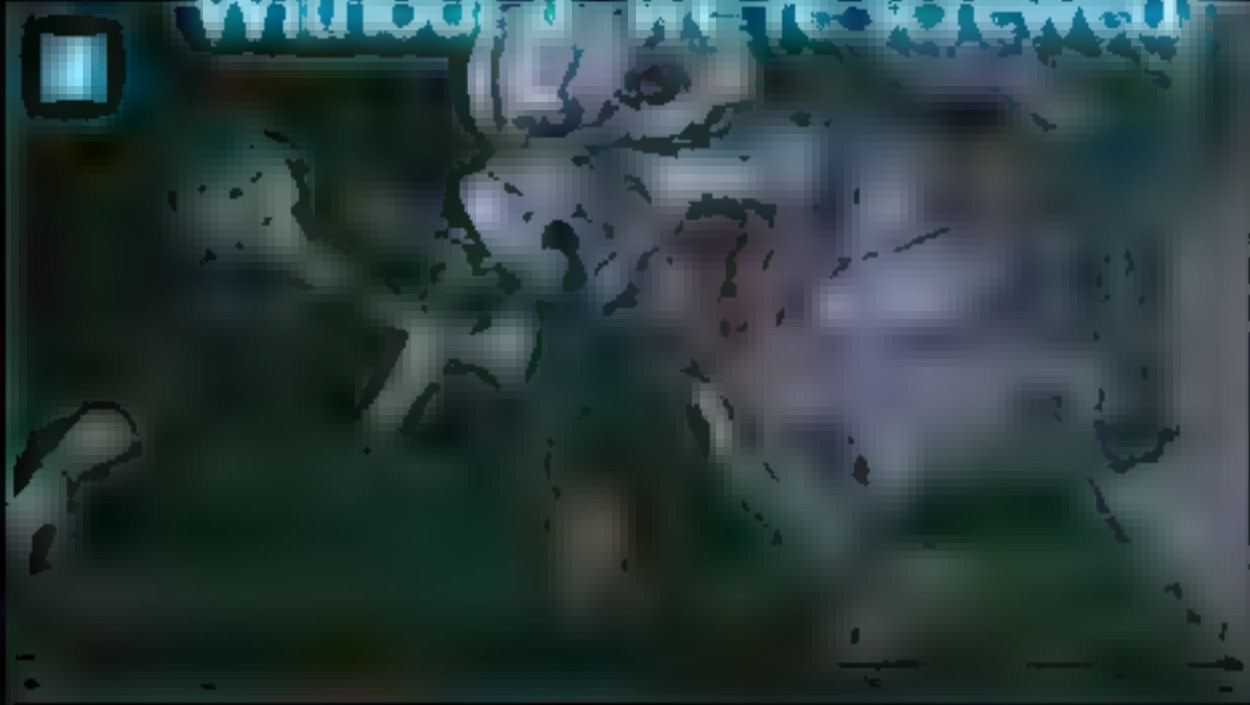
2 Intel Gathering

In the Sector 5 slums, the group finds Kyrle spreading false information to the neighborhood's residents, claiming the Avalanche terrorists who destroyed Sector 7 are pawns of the enemy nation Wutai. Unable to openly object, Cloud and the others make their way to Wall Market and reunite with Leslie at Corneo's mansion. After filling him in on the situation, he proposes to show them a way up to the plate in exchange for escorting him to Corneo's hideout. Despite his distrust of Leslie, Cloud accepts the offer and the group heads down into the underground waterway.





"He took the key to the door!
Without it, we're screwed!"



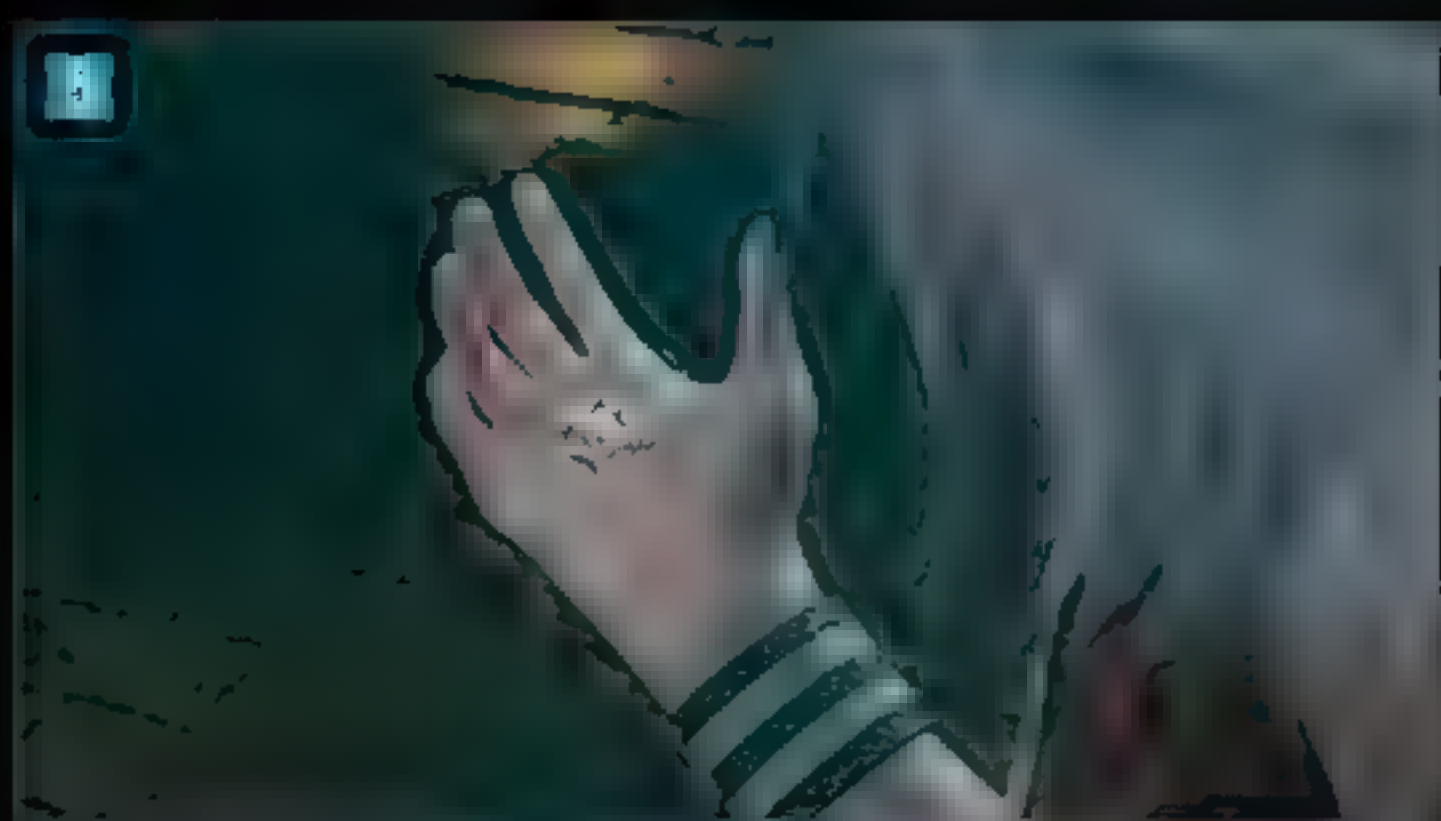
3 Through the Underground Waterway

4 The Hideout

The party makes its way through the deteriorating waterway and finally arrives at Corneo's hideout. Just as they're about to enter, an Abzu Shoat appears and tackles Leslie, making off with the pouch he was carrying. Hearing the pouch contains the key to Corneo's hideout, Cloud and his team chase after the shoat.

5 Recovering the Key

The pouch they recover from the shoat contains not a key but a yellow flower pendant. Leslie once gifted the pendant to his lover, but after being selected as Corneo's bride, she returned it to him and was seen no more. Hoping to overcome the weakness that left him unable to protect the woman he loved, Leslie is determined to take revenge on Corneo.



6 Fateful Decisions

7 For the Reunion

Corneo is hiding underground after drawing Shinra's ire for leaking their plate drop plan. Cloud and his companions burst into his hideout only for Corneo to escape while they fend off Abzu's attack. Tifa tells Leslie, who's still bent on seeking revenge, that the flower on his pendant symbolizes "reunion." Realizing how he feels for his departed lover, Leslie resolves to find her.

8 Over the Wall

Upon returning to the Sector 6 slums, Leslie outfits Cloud and his companions with grappling hooks, fulfilling his promise to show them a way plateside. After seeing Leslie off, the trio use their newly acquired grappling hooks to launch themselves over the high wall between Sectors 6 and 7.



"I hope you're ready now.
Once we start up that wall,
we won't be comin' back here
any time soon."

SECTION 04

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SCENARIO

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CHAPTER

15

The Day Midgar Stood Still

MAIN STORY DIGEST

1 A Broken City

As the sun sets on Sector 7, people grieve among the rubble and exposed steel frames of decimated buildings. On a mission to rescue Aerith, Cloud and his companions ignore the advice of a neighborhood watch member and head deeper into the sector despite the threat of a cave-in.



Goal one! Kick some Shinra ass and save the planet! Goal two! Save the girl—while kicking more Shinra ass—and get out!

2 The Climb

Pushing on into the ruins of Sector 7, Cloud catches sight of the enemy and assesses the situation. Apparently, a Shinra unit with a giant flying mech called the Valkyrie has been dispatched to weed out what remains of Avalanche. Cloud calmly checks Barret's hot temper, and the group agrees to proceed without drawing the enemy's attention.





2 Hiding in Plain Sight

After encountering a Shinra scouting squad along the way, the party uses their grappling hooks to reach a tunnel over the road where the enemy won't see them. However, the roof collapses under their combined weight, and Cloud and his team are discovered by Shinra troopers when they fall to the pavement below.



4 The Path to Greater Heights 5 Fight of the Valkyrie

The Valkyrie fires on the group from midair as they ascend the crumbling Sector 7 plate. Undeterred, Cloud and the others take cover from the attack and seize the opportunity to move when the Valkyrie pauses its barrage.

"You'll help too, won't you?"
"For a price."

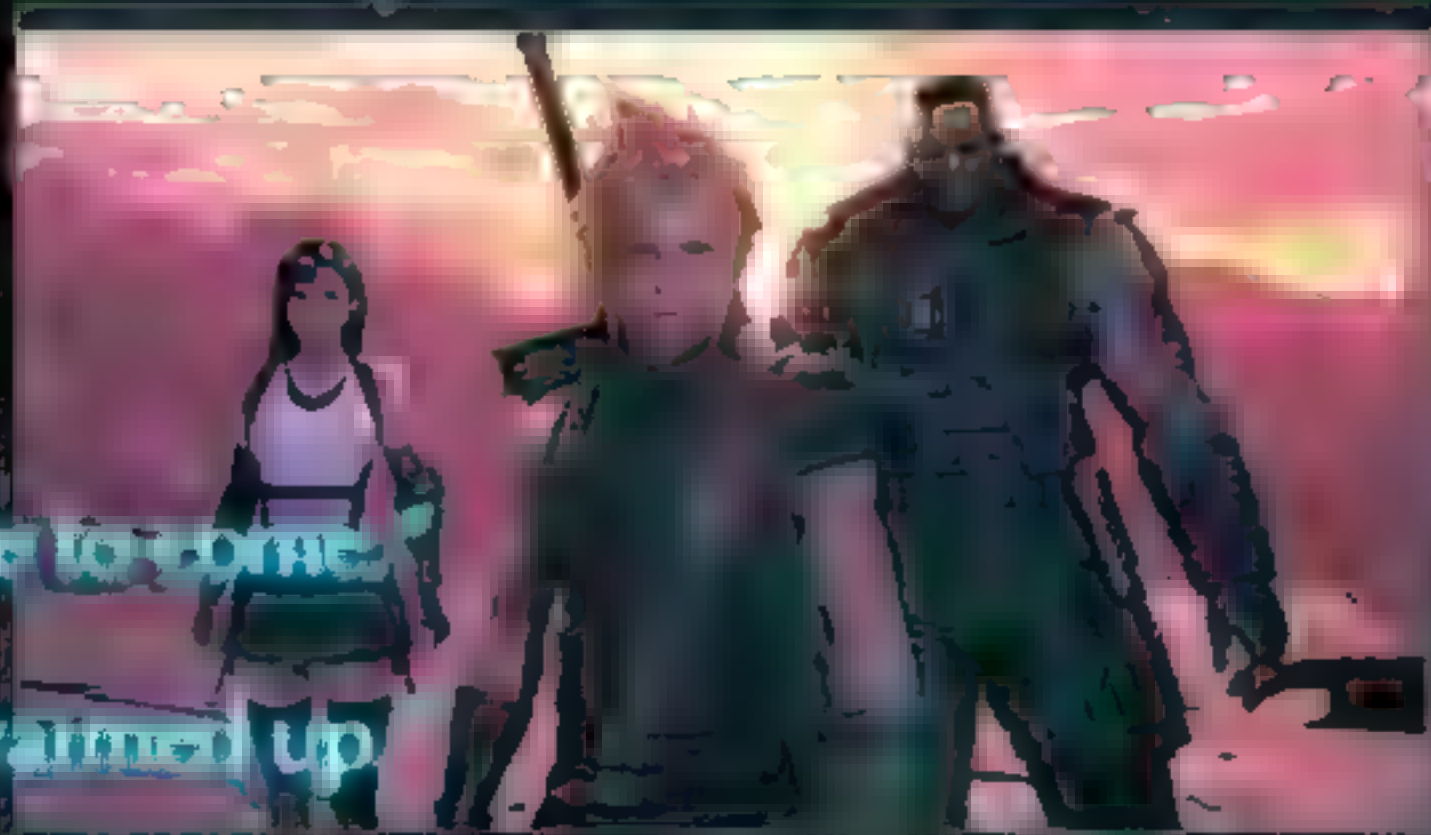
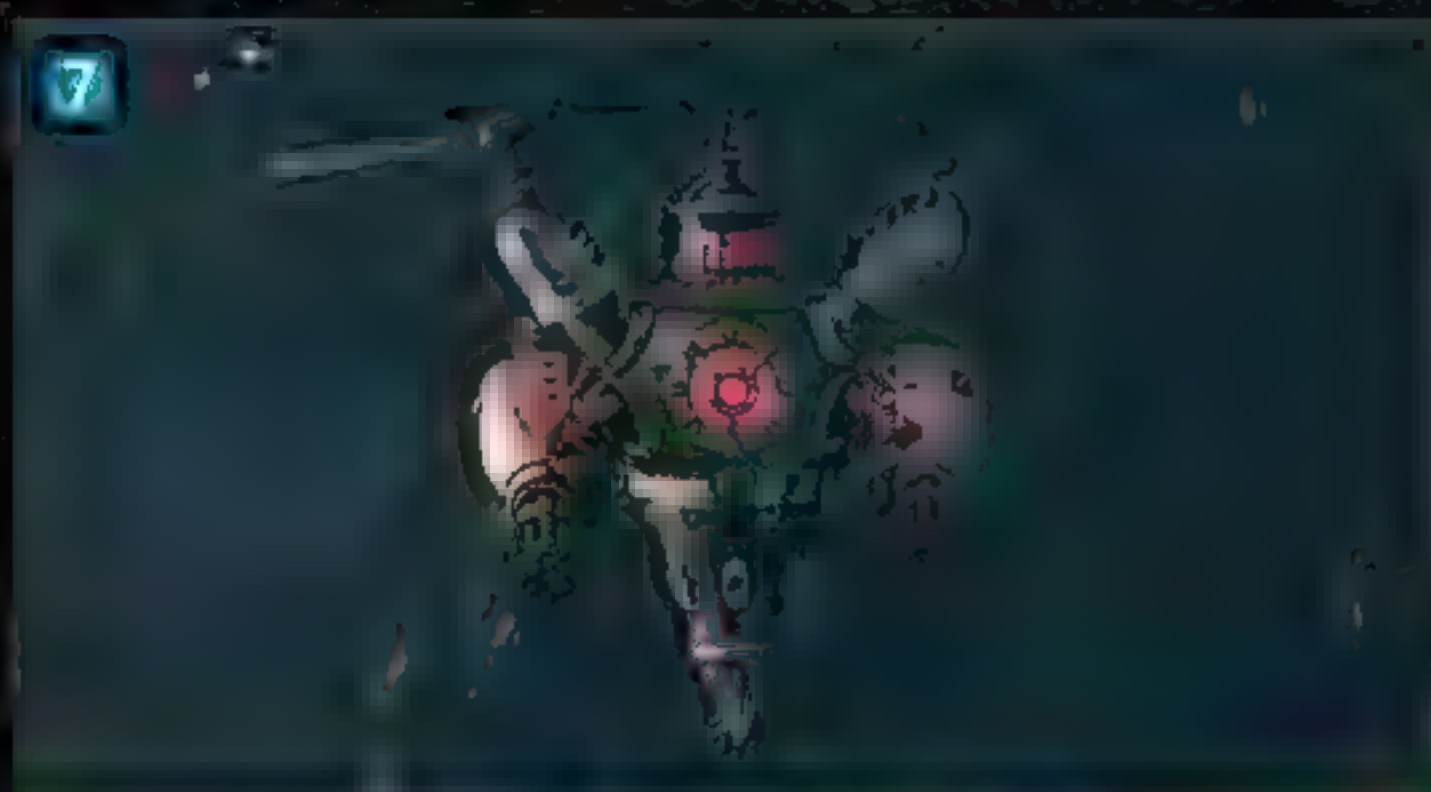
6 In Hot Pursuit

From a catwalk 160 meters above the ground, the group takes in a panoramic view of the area where Sector 7 once stood. Barret and Tifa stand silent for a moment, gazing out across the endless expanse of rubble. With the sight of the razed sector burned into their vision, they solemnly resolve to open another bar.

7 To the Top of the Plate

The Valkyrie shows up once again, blocking the group's escape route and forcing them to do battle. They secure a hard-fought victory, but the Valkyrie detonates with a massive explosion that causes the team to lose their footing. Thinking quickly, Cloud and the others use their grappling hooks and narrowly avoid plummeting to their death. Back on firm ground, they at last step inside Shinra's stronghold, where Aerith awaits them.

"And there's still more to come."
"Guess so."
"Hope everybody's warmed up."



SCENARIO 04

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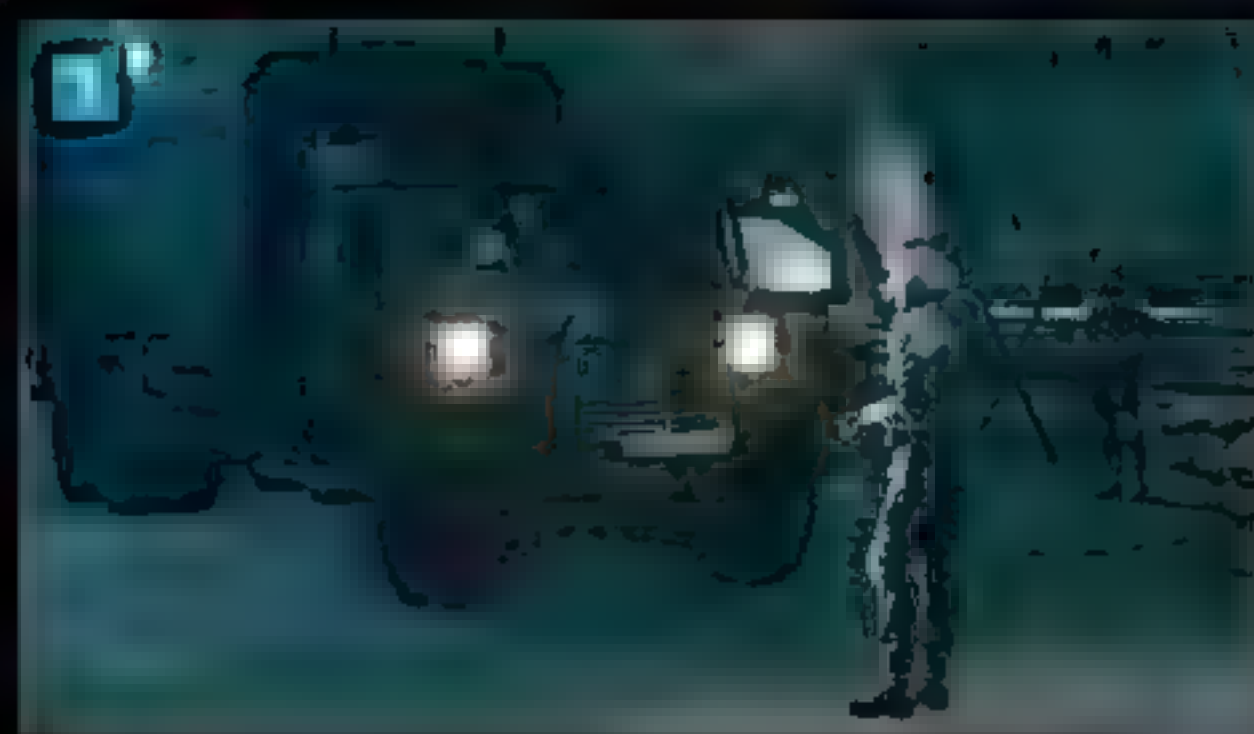
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CHAPTER 16

The Belly of the Beast

MAIN STORY DIGEST



1 Infiltration

2 Bust Out of the Garage

The Shinra Building has been placed on high alert for the night. Cloud and his companions leap onto a Shinra truck as it drives past, intending to sneak into the building through its underground parking lot. Just when they think they've cleared the checkpoint by hiding on the roof of the vehicle, Barret bumbles the plan and alerts the security officers, forcing the group to fight their way through.



"I think I'll give it a shot. As the lightest one here
I figure I've got the best chance."



3 Shinra Building Intel

4 Acquiring the Keycard

Tifa attempts to penetrate the sealed-off reception desk in order to obtain a keycard that will allow the group to proceed further into the Shinra Building. Swinging from the light fixtures, she leaps down into the reception area and acquires the keycard safely. While she's at it, she operates an information terminal and learns that Hojo's research facility is located on the 65th floor.



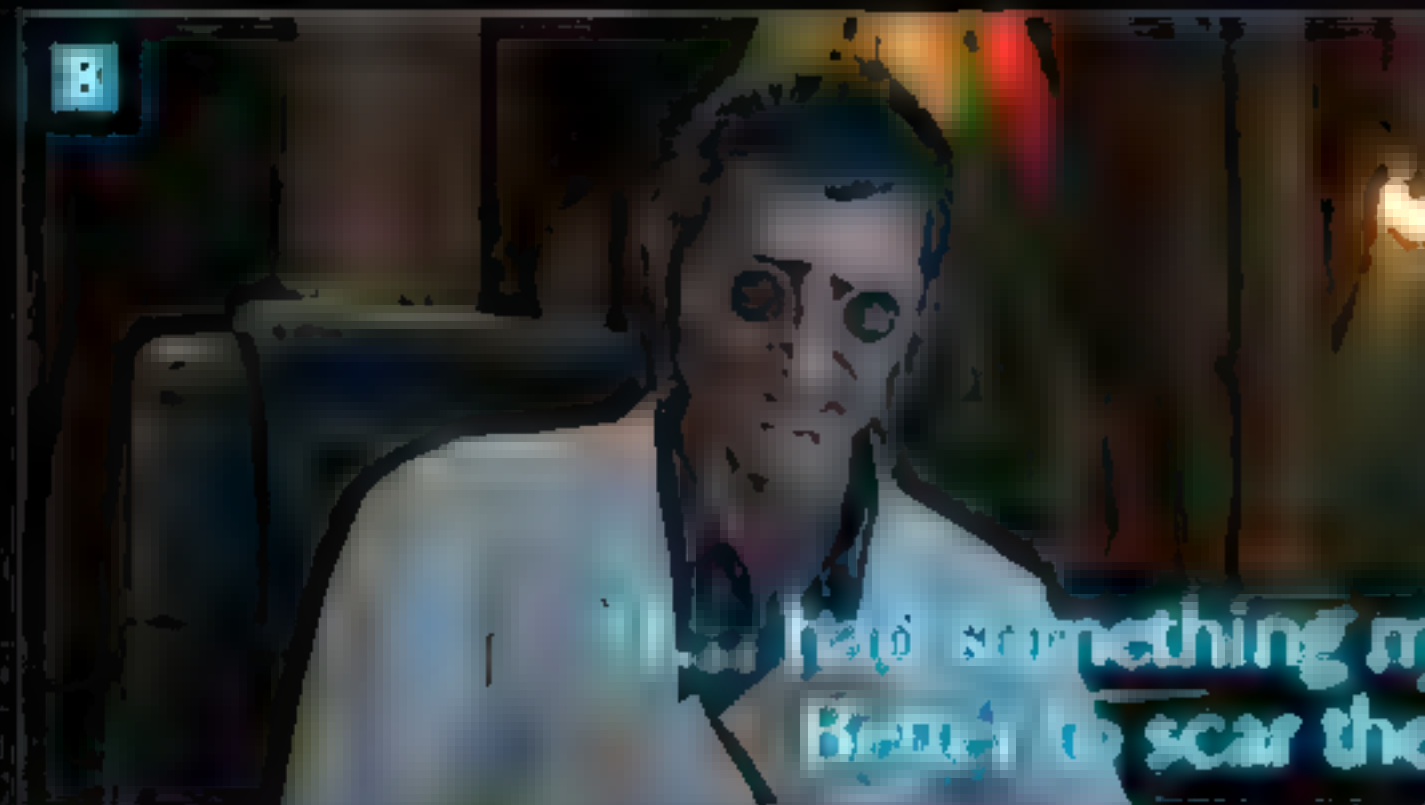
5 Reach for the Skyview Hall

6 Playing the Tourist

After stopping by the reception desk on the 59th floor, Cloud and the others gain access to the upper floors as visiting tourists. They make their way to the Visual Entertainment Hall, where they're presented with a strange display—a giant meteor looming over the planet, people running frantically for their lives, and at the end of the clip, Cloud's fateful opponent, Sephiroth.

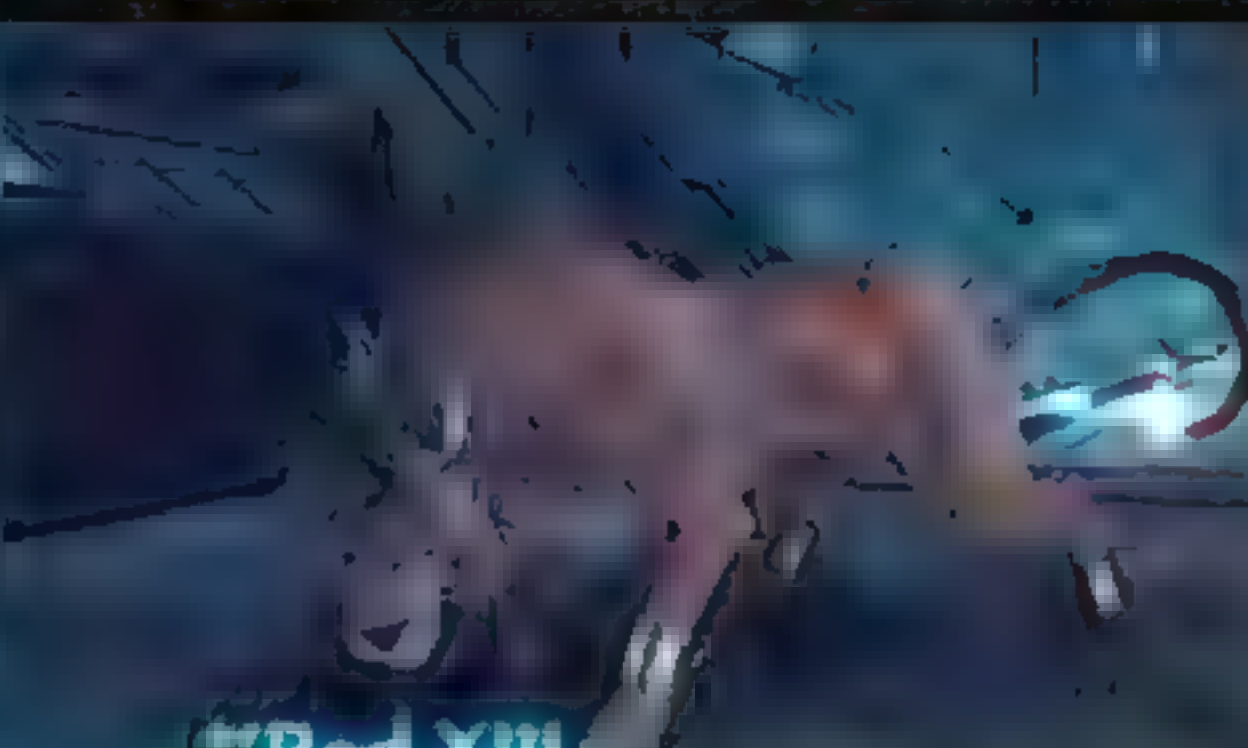
7 A Helping Hand

Spiteful of Shinra for how poorly they've treated him, Domino—the mayor of Midgar—has allied himself with Avalanche HQ. With the help of Domino and his fellow collaborator, Cloud and the others acquire a keycard granting them access to the floors above. Hearing that the executive board is about to hold a meeting, the party heads for the conference room on the 64th floor.



8 Reconnaissance

Sneaking through the air duct in the ceiling, Cloud peers down as Shinra's top brass commence their meeting. After turning a deaf ear to Reeve's plate reconstruction proposal, President Shinra reveals his aim to build a new City of Mako in the Promised Land. Hojo is tasked with extracting the Promised Land's location from Aerith, and unveils the research he intends to do. The repulsive specifics of his plan leave the other executives with looks of disgust.



Red XIII

The designation given to me by Hojo.



9 Operation: Save Aerith

Cloud and his companions chase after Hojo and enter his research facility, where they find Aerith imprisoned inside a test tube. They destroy the lock and rescue her, freeing another subject from his pod in the process—a beast with red fur named Red XIII. Seeing the elevator Hojo used to make his escape, Cloud is suddenly overcome by intense visions and auditory hallucinations. He loses consciousness and collapses to the floor.

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Original『FFVII』

Playback

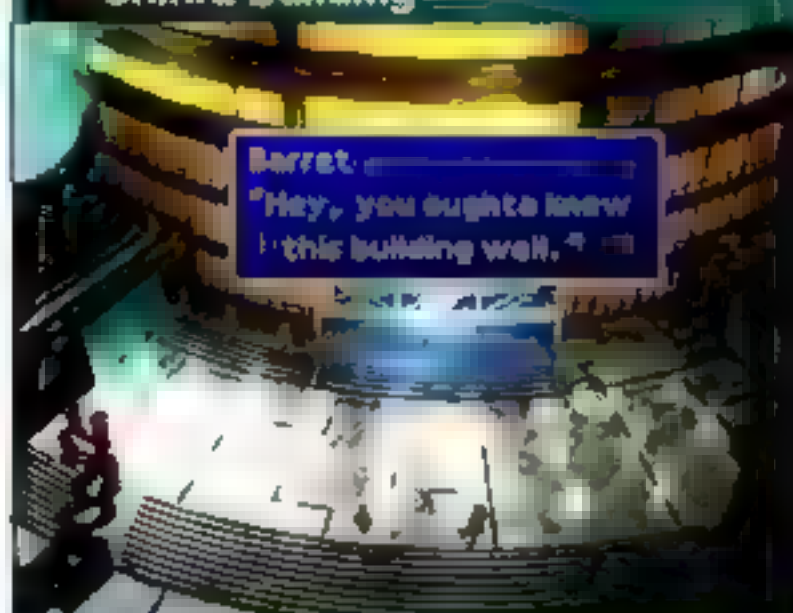
PART
11

Shinra Building

Should the party choose to march in through the Shinra Building's main entrance, the elevator will stop at random floors, forcing you to battle multiple enemies. In rare instances, regular employees will try to board the elevator, but when they spot Cloud's team in fighting stances, they invariably run away.

<Continued from Part 10 (see p. 335)>

Shinra Building



Barret:
"Hey, you oughta know
this building well."

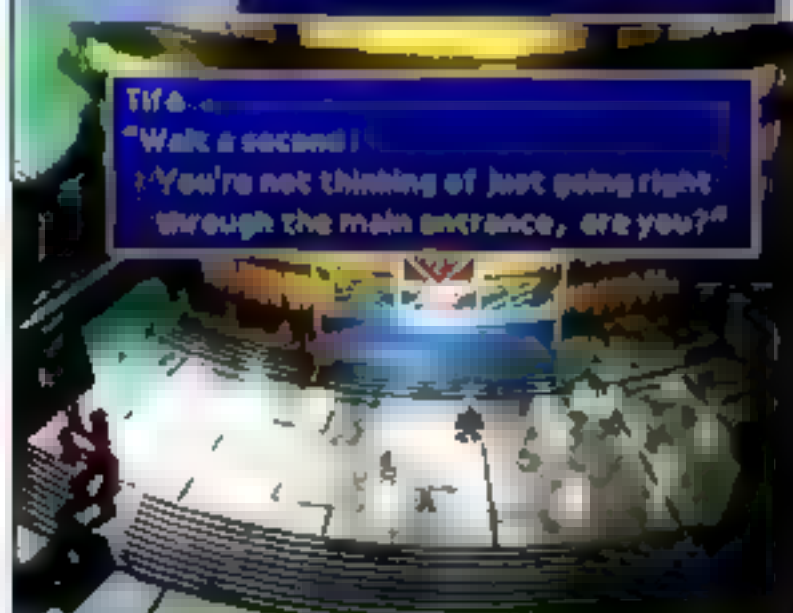
Cloud:
"...Not really, now that I think about it.
This's the first time I've ever been
to the Headquarters."

Barret:
"I heard about this place before."

"Every floor above the 60th is
special and not easy to get to
even for employees."

"Must be where they
took Aerith."

"The security's pretty tight now.
Alright, let's go!"



Tifa:
"Wait a second!
You're not thinking of just going right
through the main entrance, are you?"

Barret:
"Well what else does it look like?
I'm gonna kick some Shinra butt and..."

Tifa:
"That's not going to work!
We've got to find another way..."

Barret:
"Ain't gonna be no other way!
If we keep wastin' time like this,
Aerith'll..."

Tifa:
"I know that!
But if we get caught here..."

"Hey, Cloud.
What should we do?"
Let's bust on in!
Let's sneak in quietly

Barret:
"That's more like it!
C'mon, let's go!"

● The events that occur when you
choose "Let's sneak in quietly."

Tifa:
"See?
Let's be careful and find a
different route!"

When Taking the Elevator



Tifa:
"...What's wrong?"

Cloud:
"I didn't want to start a ruckus till
we saved Aerith."

"I should have known
that was impossible though..."

Barret:
"Heh, heh, heh."

Cloud:
"What is it?"
"You're givin' me the willies."

Barret:
"So there are times when even you
fight for other people.
I am impressed."

Cloud:
"Who cares if you're impressed...?"

Barret:
"Y'know, I ain't so good at sayin' this,
but...Sorry...for lettin' things..."



Barret:
"Wh, what the?!"

Tifa:
"Look!"

Barret:
"I don't care where, Cloud!
Just stop it!"

● The events that occur if a Shinra
employee tries to board the elevator.

"Oh man!!"

"No, uh, that's all right.
My mistake.
I'm, uh, not getting on."

"Oh man!!"

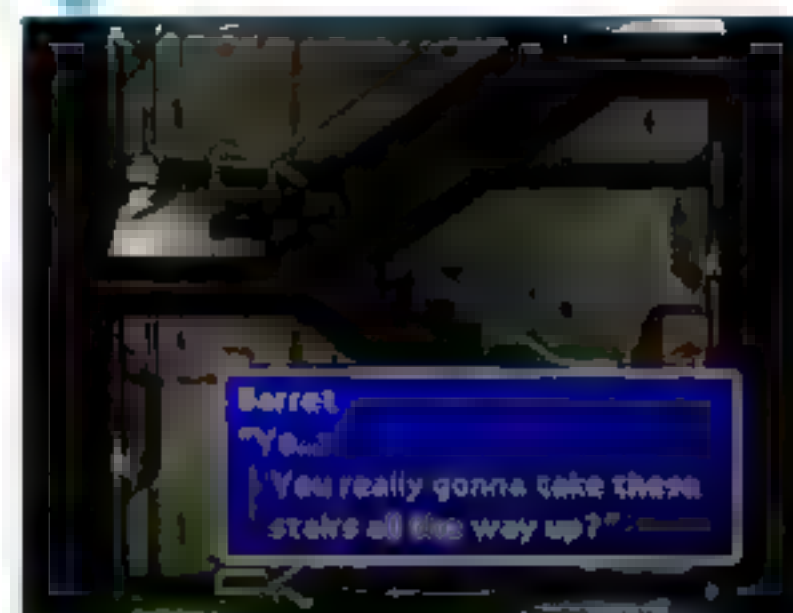
● The events that occur if a Shinra employee
tries to board the elevator two or more times.

"Oh man!!"

"You,
you're still driving...?
Uh,
I'll pass again."

"Oh man!!"

When Taking the Stair



Barret:
"Ye...
You really gonna take these
stairs all the way up?"

Tifa:
"Well we've got to
get to Aerith
to help her somehow."

Barret:
"Talk about out of the way..."

Tifa:
"I don't have time to argue with you!
I'm going!"

● Examples of lines you can listen to
while climbing the stairs

A Barret:
"...how much farther do these
stairs go on?"

Tifa:
"Why don't you ask them?"

Barret:
"It's not one of them endless
stairways or somethin'...
d'ya think?"

B Barret:
"Damn, man!
I've had it! I'm going back!"

Tifa:
"And take just as long going down as
you did coming up?"

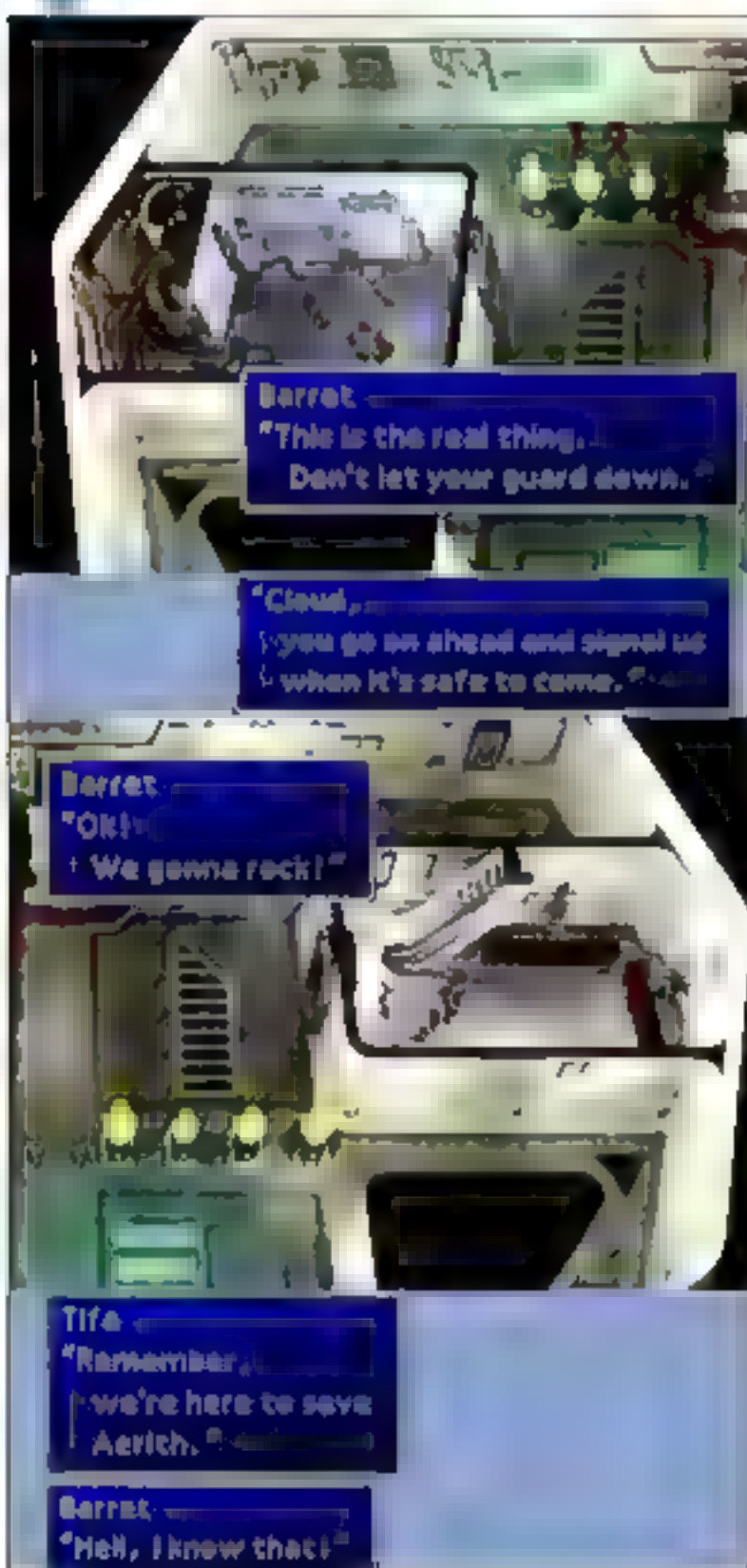


Barret:
"F...finally...
M...made it..."

"I...never wanna see...
no more stairs the rest of my life..."

Tifa:
"huff...puff...
this really takes it
out of you..."

"But this is it.
We'd better get ready..."

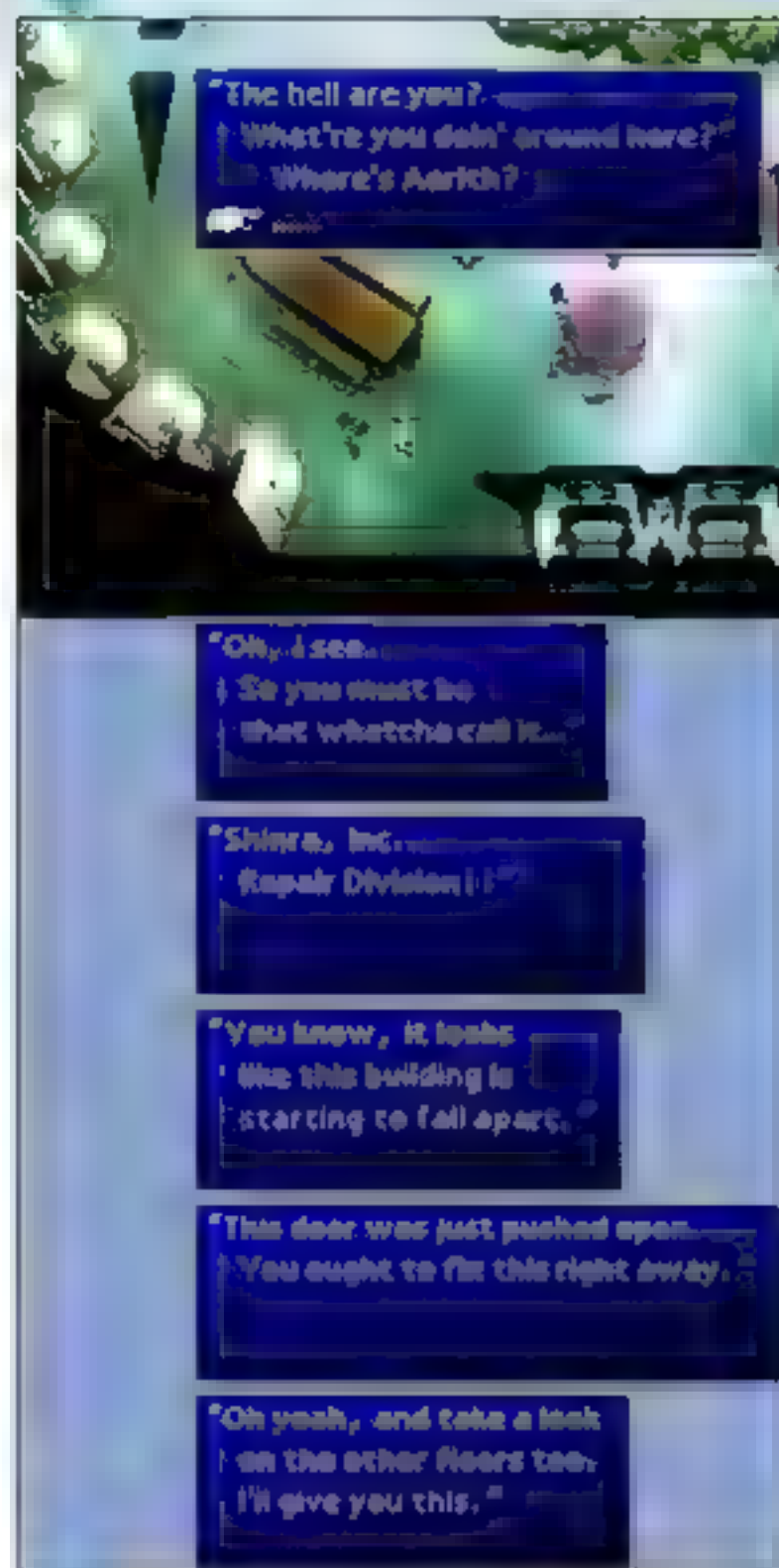


The events that occur if you are caught by the guards too many times and defeat them all.

Barret
"I shoulda known
it'd turn out like this..."

"If I'd known it'd be
like this in the first place..."

Tifa
"Shhh!
Now let's move on."



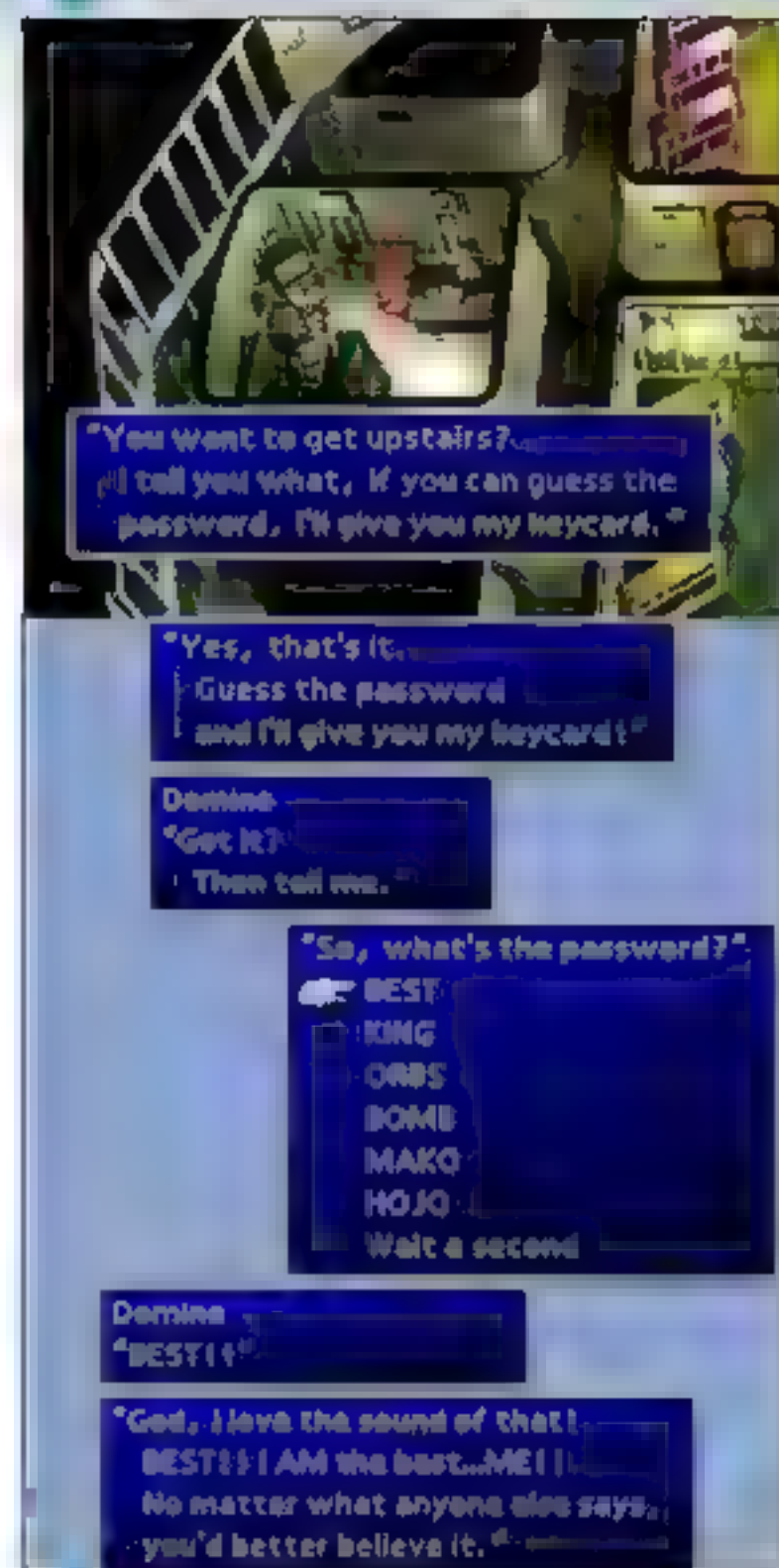
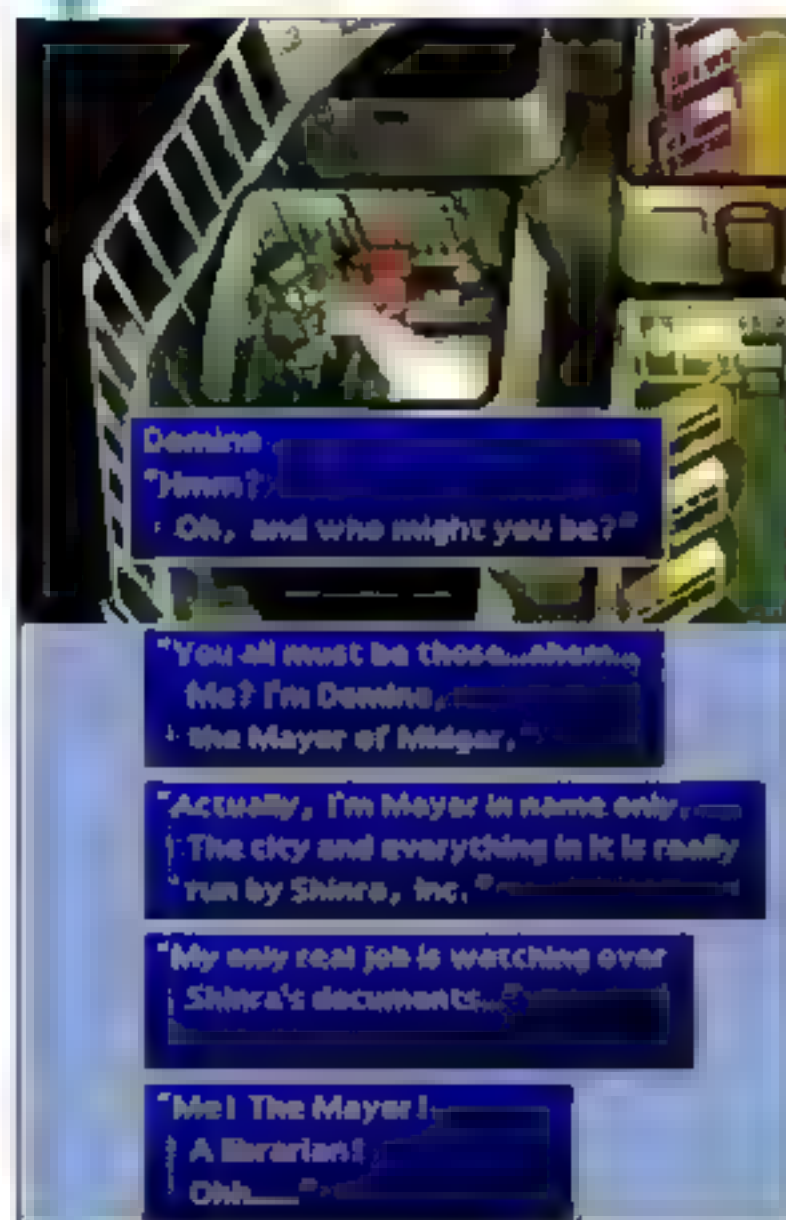
The events that occur if you choose "Where's Aerith?"

"Aerith?
How did you know
that name?
You must be...!"

"Aerith?
You mean that kid,
the receptionist. Yeah, I was
startin' to worry 'bout her myself."

"And so another rival
appears on the scene, eh?"

"You mean, she's not?
It's someone else?"



The events that occur if the answer is something other than "BEST."

A Domino
"KING!"

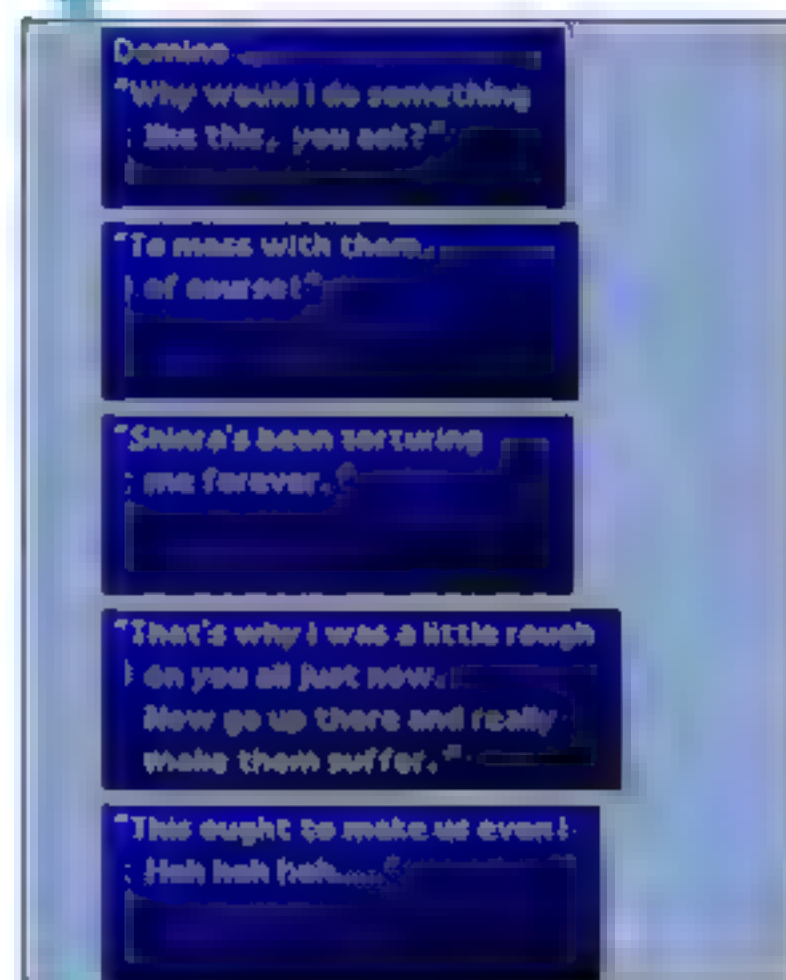
"God, I love the sound of that!
KING!! President Shinra sucks!
I should be King of Midgar!"

B Domino
"BOMB!"

"God, I love the sound of that!
BOMB!! I'm so angry, I'm like
a walking time bomb waiting to
explode!"

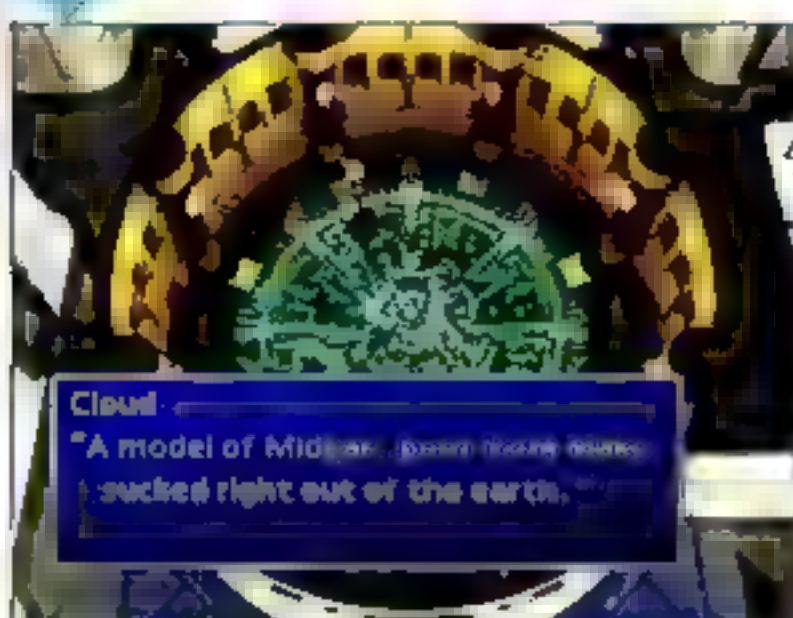
C Domino
"MAKO!"

"God, I love the sound of that!
MAKO!! If I had a lot more of it,
I'd be a real Meyer!"



Continued on Next Page

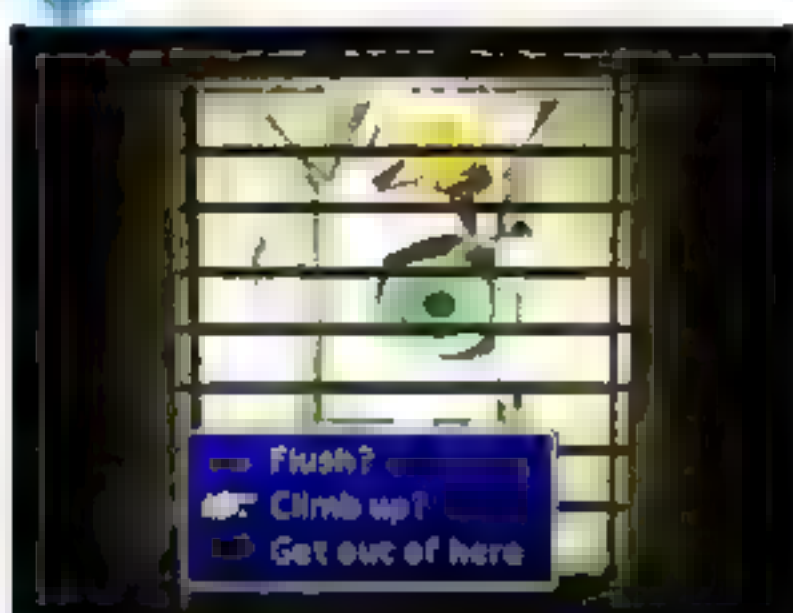
Continued from Previous Page



Cloud
"A model of Midgar... sucked right out of the earth."

"Parts of the model are missing."
Place the Midgar parts
Leave it alone

Cloud
"Sounds like something opened up..."



Flush?
Climb up?
Get out of here



Barret
"Geez... That's a lotta suits!"



Reeve
"We have the damage estimates for Sector 7."

"Considering these factories we already set up and all the investments, the damage is estimated at approximately 10 Billion gil..."

1



Reeve
"rebuild Sector 7 is..."

President Shinra
"We're not rebuilding."

Reeve
"What?"

President Shinra
"We're leaving Sector 7 as it is. And restoring the Neo-Midgar plan."

Reeve
"...then the Ancients?"

President Shinra
"The Promised Land will soon be ours."

President Shinra
"I want you to raise the Mako rates 15% in every area."

Palmer
"Rate hike! Rate hike! Tra, la, la! And please include our Space Program in the budget!"

President Shinra
"Reeve and Scarlet will divide the extra income from the rate increases."

Palmer
"Oh man!"

Reeve
"Sir, if you raise the rates, the people will lose confidence..."

President Shinra
"It'll be all right."

"The ignorant citizens won't lose confidence, they'll trust Shinra, Inc. even more."

Heidegger
"Gya ha ha ha!"

"After all, we're the ones who saved Sector 7 from AVALANCHE!"

Barret
"That dirty @\$\$!"

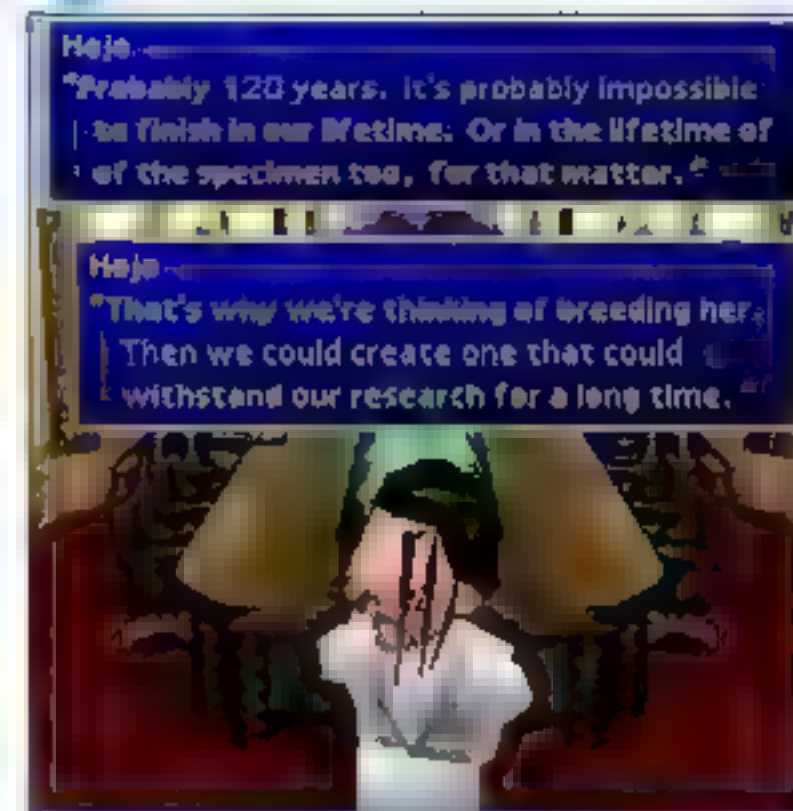


President Shinra
"Hojo. How's the girl?"

Hojo
"As a specimen, she is inferior to her mother. I'm still in the process of comparing her to her mother, Mako, but for now the difference is 10%."

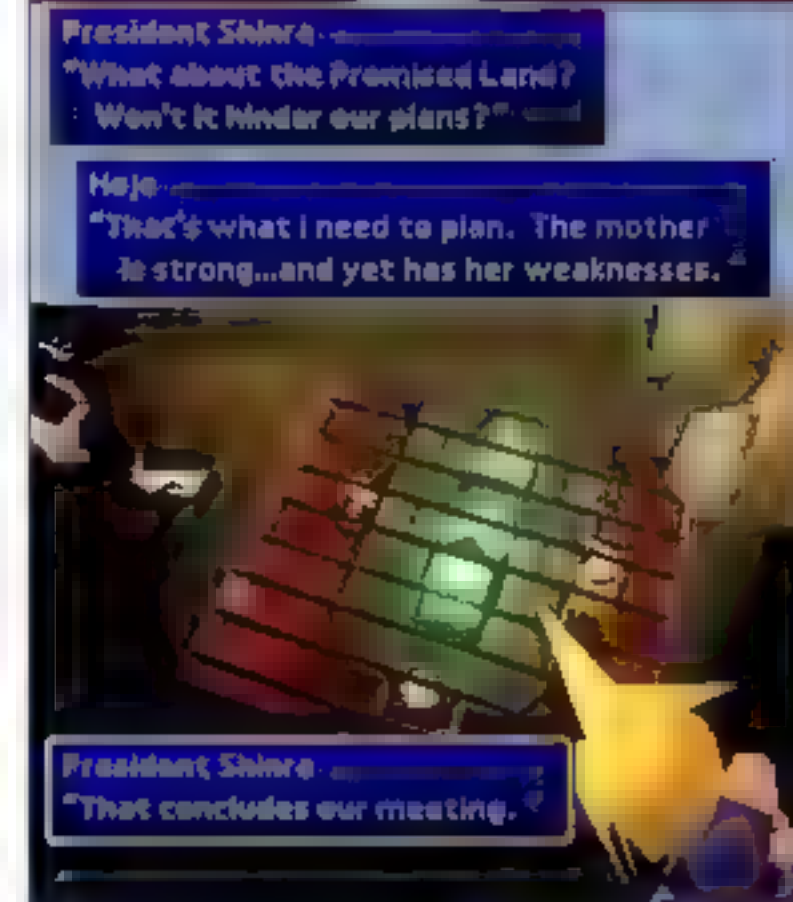
President Shinra
"How long will the research take?"

1



Hojo
"Probably 120 years. It's probably impossible to finish in our lifetime. Or in the lifetime of the specimen too, for that matter."

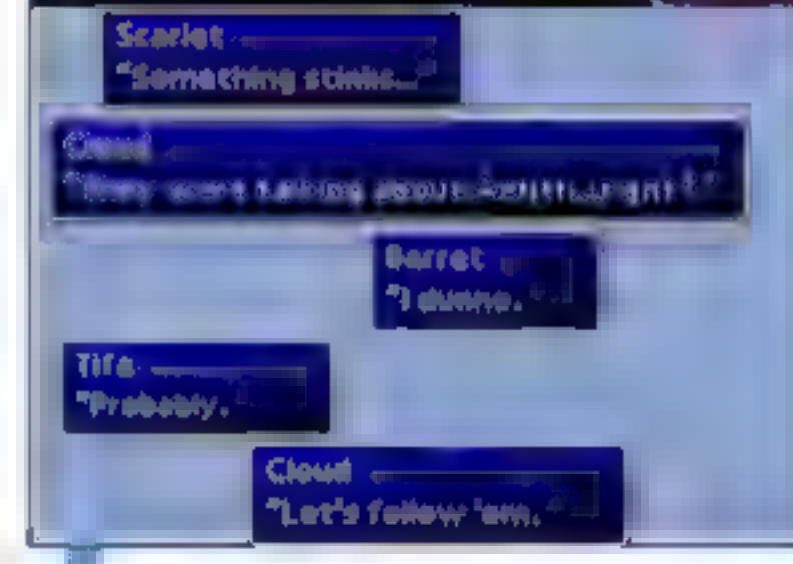
Hojo
"That's why we're thinking of breeding her. Then we could create one that could withstand our research for a long time."



President Shinra
"What about the Promised Land? Won't it hinder our plans?"

Hojo
"That's what I need to plan. The mother is strong...and yet has her weaknesses."

President Shinra
"That concludes our meeting."



Scarlet
"Something stinks..."

Cloud
"They were talking about something..."

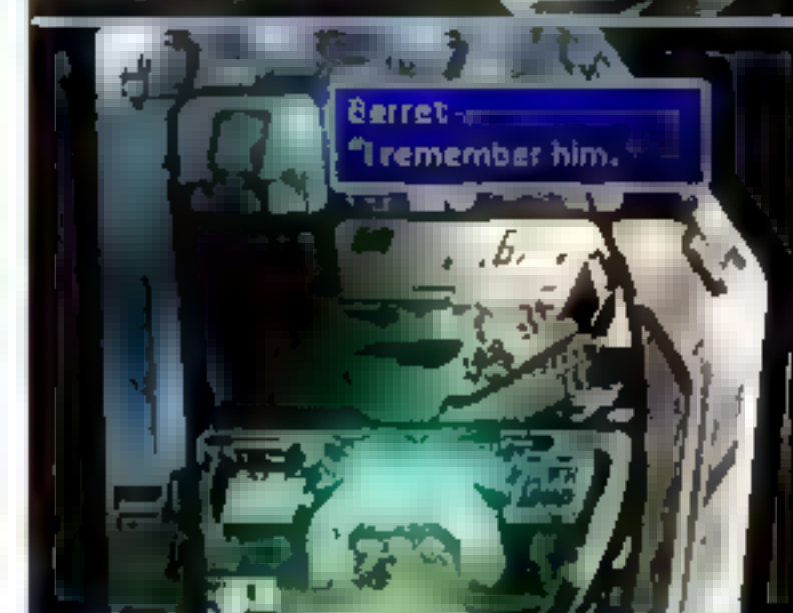
Barret
"I dunno."

Tifa
"Probably."

Cloud
"Let's follow 'em."



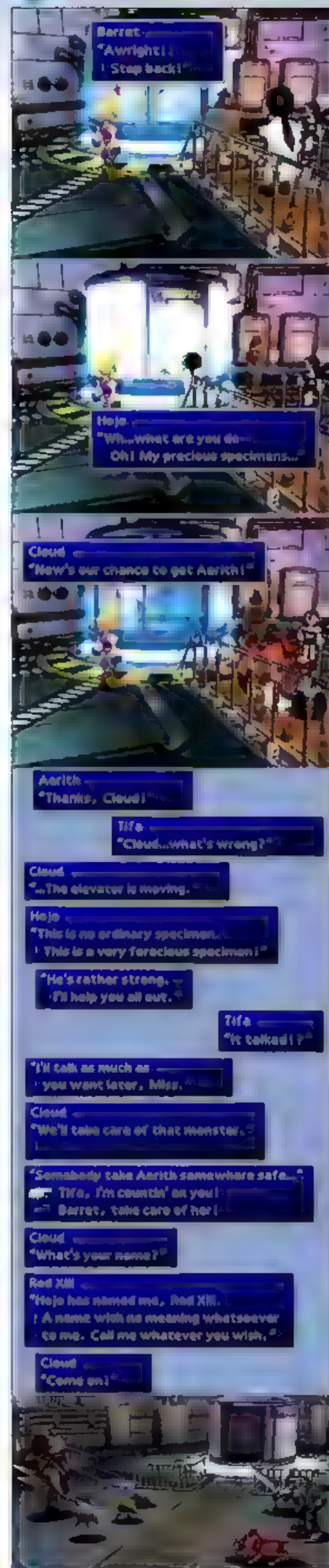
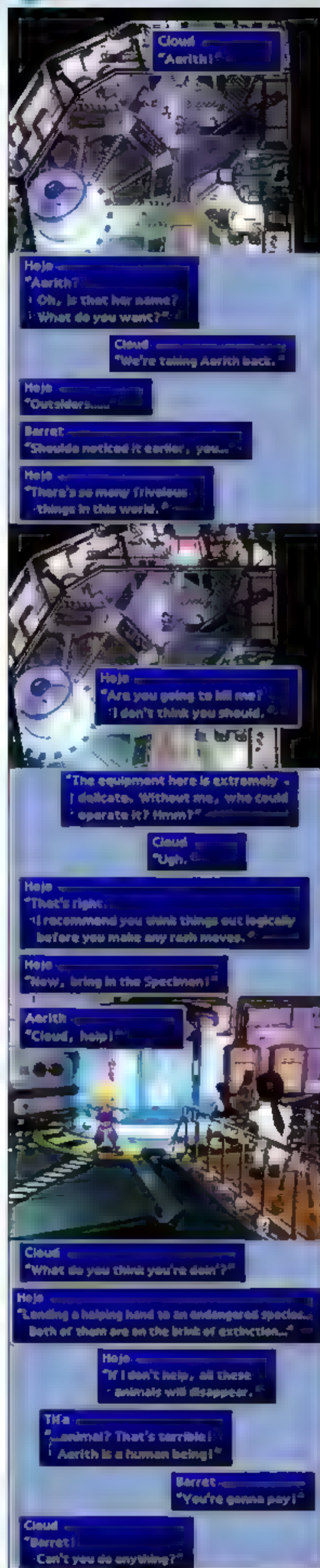
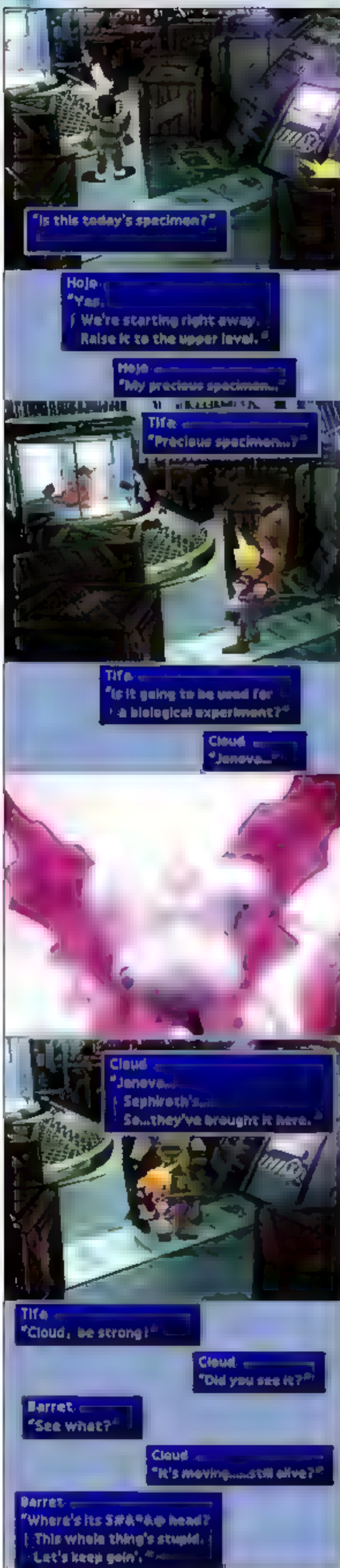
Cloud
"Hojo... huh...?"



Barret
"I remember him."

Barret
"That Hojo guy. He's in charge of the Shinra's Science Department. Cloud, don't you know him?"

Cloud
"This is the first time I've actually ever seen him. So...that's what he looks like..."



< Continued in Part 12 (see p. 394) >

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17

Deliverance from Chaos

MAIN STORY DIGEST

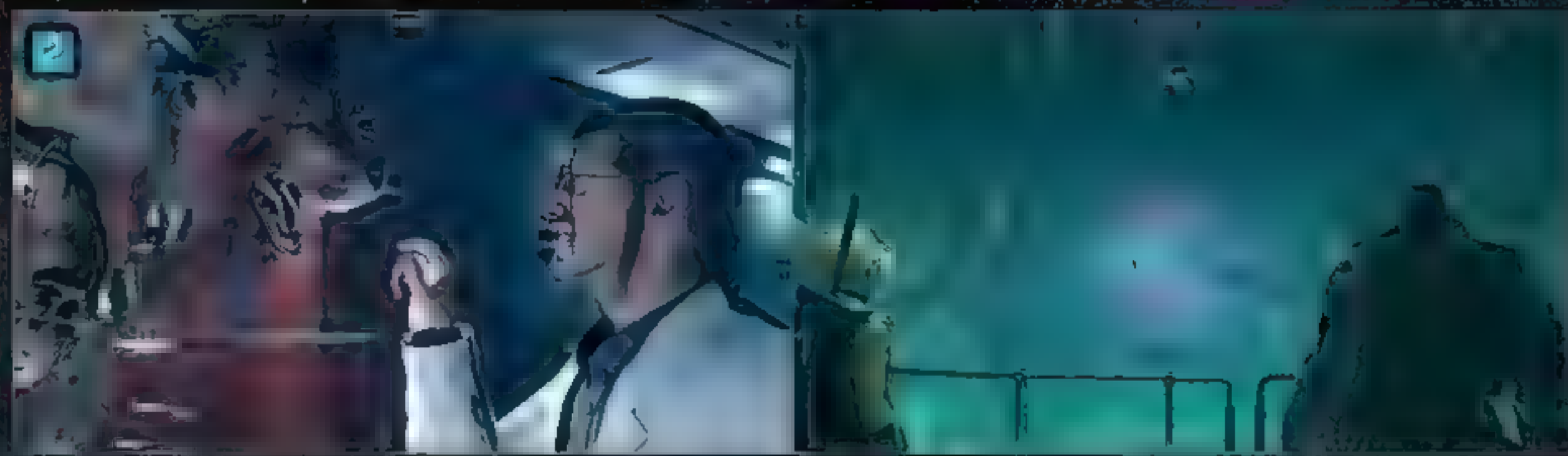
"I just want to do everything in my power to help
All of you. ... And the planet."

1 A Way Out

After losing consciousness, Cloud awakens in the room where Aerith lived as a child. When pressed for more information about what's going on, Aerith reveals that she's an Ancient, and informs the group that their true enemy isn't Shinra but someone else. Just then, a transmission from Wedge comes in over a television screen inside the room. With news that Avalanche HQ has commenced an attack on the Shinra Building, the party heads for the rooftop hoping to make their escape. Before they can reach it, they come face to face with Sephiroth on the top level of Hojo's research facility, and are cast down to the floors below.

2 Find the Others

Separated from one another, Cloud and his companions are beset by Hojo's research specimens in his top-secret research facility, the Drunk. They manage to reunite and return to the facility's topmost level, only to discover the giant culture tank there has been shattered. The sinister body of Jenova, which only moments ago floated inside the tank, has been carried off by someone.



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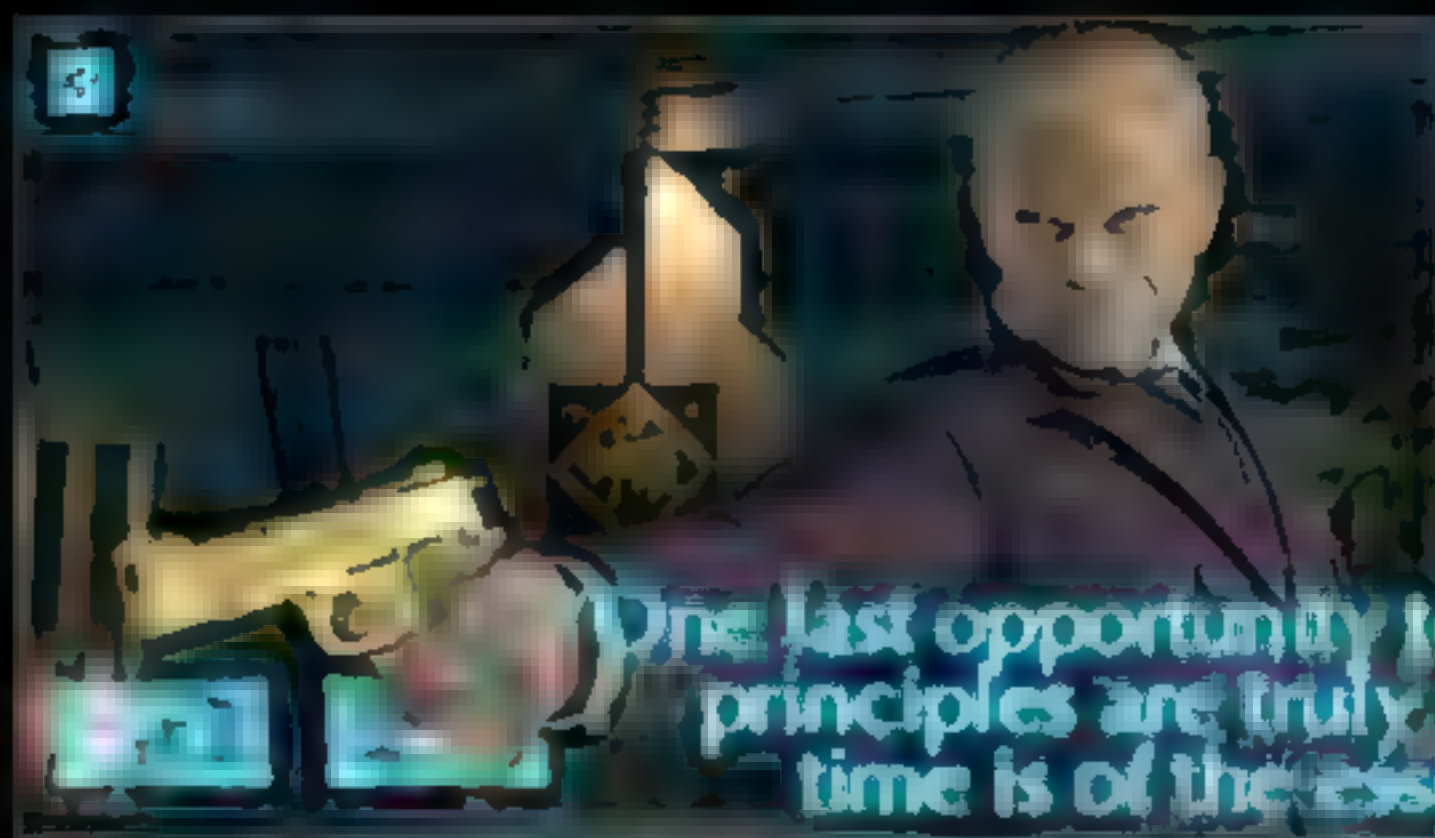
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3



3 The Ominous Trail

The trail of blood Jenova left on the ground leads all the way to the 70th floor. Barret finds President Shinra dangling from the heliport and puts the screws to him. But just then, Sephiroth suddenly shows up and impales the President through the chest with his katana. Cloud and his companions defeat the hideous monster Sephiroth transforms into, but he appears once more, scoops Jenova's body off the floor, and leaps into the night with her cradled in his arms.

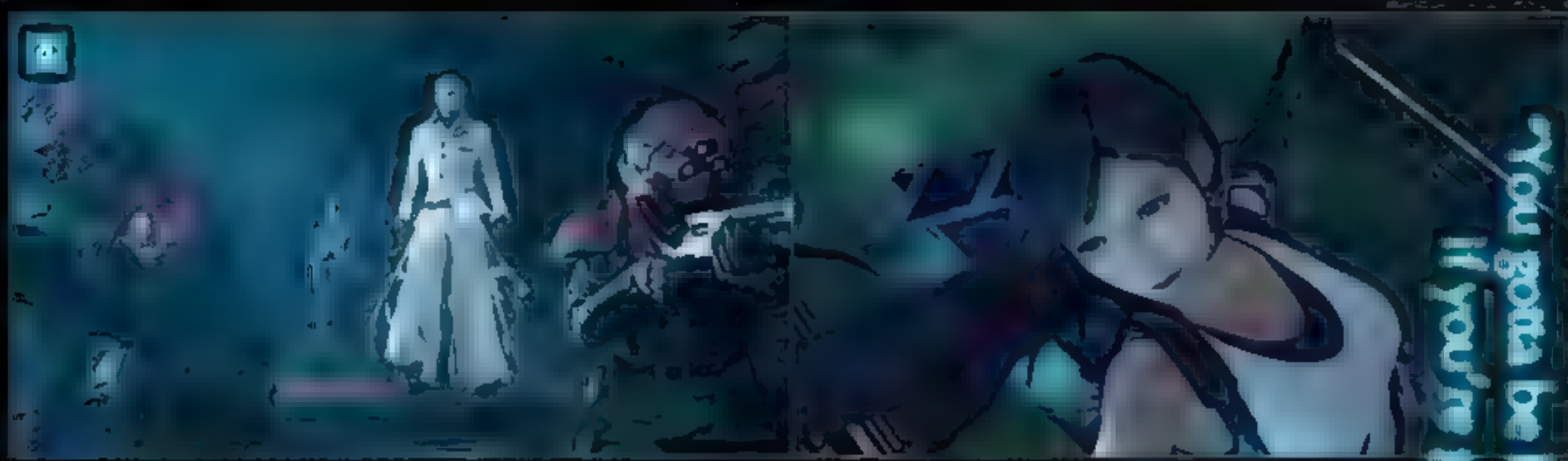
One last opportunity to consider what your principles are truly worth. But bear in mind that time is of the essence.

4 The Showdown

The Avalanche HQ chopper sent to rescue Cloud and his crew is shot down, ruling out the possibility of an aerial escape. A company helicopter touches down and Rufus Shinra steps out. Cloud urges his companions to flee and confronts the enemy one-on-one. Just when he has Rufus on the ropes, the Shinra chopper intervenes, leaving Cloud in quite a bind. Fortunately he's rescued by Tifa, who comes back for him in the nick of time.

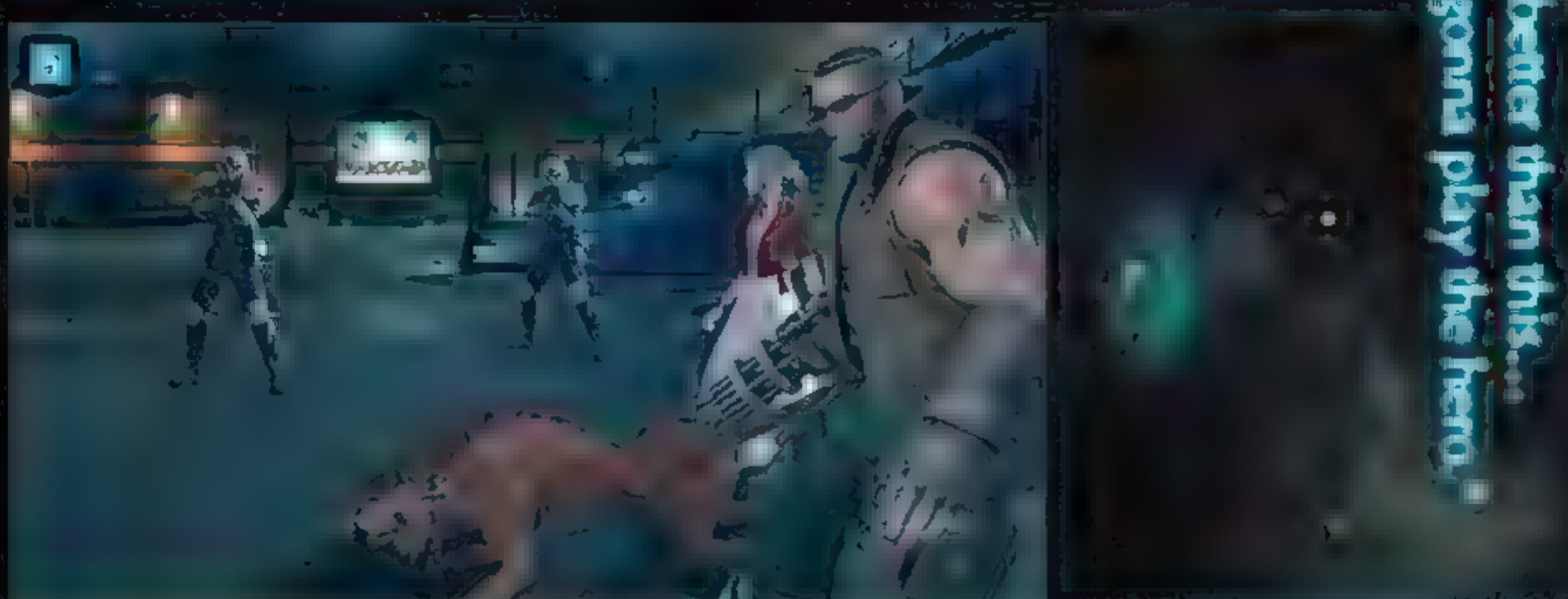


5



You gotta be better than this...
If you're gonna play the hero!

6



6 The Great Escape

Barret, Aerith, and Red XIII descend to the first floor, only to be surrounded by Heidegger and his security officers. Just as Heidegger is about to recapture Aerith, Cloud appears astride a large motorcycle and takes out the security officers one after another. While the enemy is in disarray, Barret and the others hop inside a three-wheeled truck Tifa has driven over. The party breaks through the troopers' blockade and escapes the Shinra Building through a shattered window.



Original『FFVII』

Playback

PART
12

Shinra Building

Cloud and his companions manage to rescue Aerith, but are promptly apprehended. After being freed from their cells, a harried escape from Midgar begins, featuring three back to back battles against the Arsenal, the Vaikyrje, and Rufus.

<Continued from Part 11 (see p. 379)>

Shinra Building

Cloud
"Aerith, you all right?"

Tifa
"She seems all right,
in many ways."

Red XIII
"I have a right to choose, too.
I don't like two-legged things."

Barret
"What are you?"

Red XIII
"An obvious question,
but difficult to answer.
I am what you see."

Red XIII
"You must have many questions,
but first, let's get out of here.
I'll lead the way."

Aerith
"Cloud,
so you did come for me."

Red XIII
"I apologize for what happened back
there. I was merely acting to throw
Hoe off guard."

Barret
"Now we've saved Aerith,
there's no need to be in this buildin'.
So let's get the hell outta here!"

Cloud
"If all five of us go together, we'll be
noticed. Let's break up in two groups."

Cloud
"H, hey! What is it?"

Rude
"Would you press 'Up' please?"

Cloud
"Turds?
Must be a trap..."

Tseng
"It must have been a real thrill for you.
Did you enjoy it?"

Cloud
"Ggh..."

Cloud
"You all got caught, too?"

Cloud
"Where is Aerith?"

President Shinra
"In a safe place."

President Shinra
"She's the last
surviving Ancient..."

President Shinra
"Don't you know? They called themselves the
Cetra, and lived thousands of years ago.
Now they are just a forgotten page in history."

Red XIII
"Cetra... That girl,
is she a survivor of the Cetra?"

Red XIII
"Cetra... That girl,
is she a survivor of the Cetra?"

Red XIII
"The Promised Land?
Isn't that just a legend?"

President Shinra
"Even so, it's just too appealing
to not to pursue."

"It's been said the Promised Land is
very fertile."

"If the land is fertile..."

Barret
"Then there's gotta be Mako!"

President Shinra
"Exactly.
That is why our money sucking
Mako Reactor is necessary."

"The abundant Mako will
just come out on its own."

President Shinra
"That is where Neo-Midgar will be built.
Shinra's new glory..."

Barret
"e\$eMg!
Quit dreamin'!"

President Shinra
"Oh really, don't you know?
These days all it takes for your
dreams to come true is money and power."

President Shinra
"Well, that is all for our meeting."

Rude
"Come on! Outta his way!"

Barret
"Hold it!
I got a lot I wanna
say to you!"

President Shinra
"If you need something else,
talk to my secretary."

Barret
"Hey!"

Barret
"Aerith is an Ancient and the
real name of the Ancients is Cetra."

"The Ancients know where the Promised Land
is and the Shinra is searching for that
Promised Land."

Barret
"I only heard stories about the
Promised Land. I don't know
if it really exists."

Barret
"Is that right?"

Barret
"The Shinra believe that the
Promised Land is full of
Mako energy."

Barret
"Which means, if the Shinra
get there, they'll suck up
all the Mako energy."

Barret
"...and the land'll wither away.
The Planet's gonna get weaker."

Barret
"I can't just leave 'em bein'
'Gone with the Wind'!"

"Me, Tifa, Cloud,
and Aerith too."



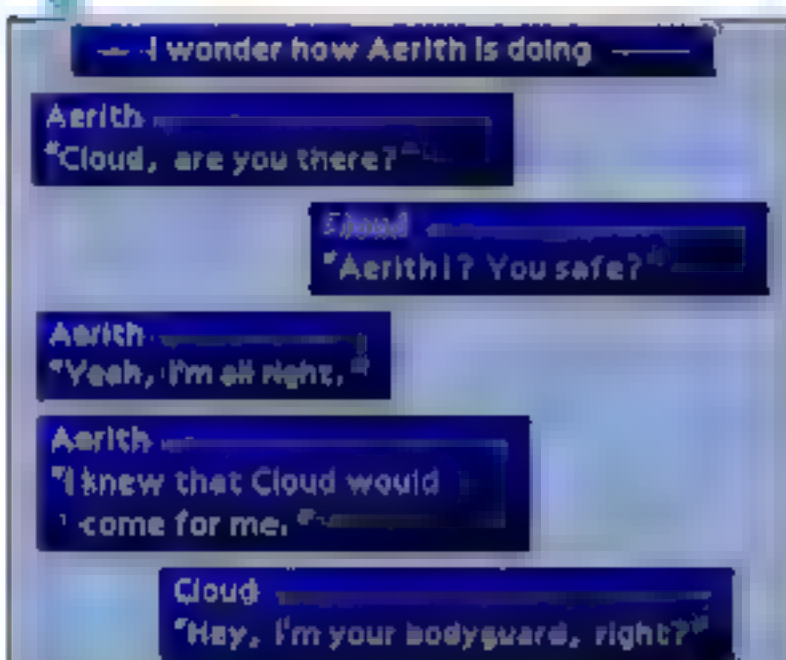
Cloud: "I wonder how Red XIII is doing."
"I wonder how Aerith is doing."

Red XIII: "Grandpa."

Barret: "Grandpa! Ha, ha, ha...
Grandpa, hmmm...ha, ha, ha..."

Red XIII: "What's so funny?"

Barret: "Nothing...ha, ha."



Cloud: "I wonder how Aerith is doing."

Aerith: "Cloud, are you there?"

Cloud: "Aerith! You safe?"

Aerith: "Yeah, I'm all right."

Aerith: "I knew that Cloud would
come for me."

Cloud: "Hey, I'm your bodyguard, right?"

Aerith: "The deal was for one date, right?"

Tifa: "Excuse me."

Aerith: "Tifa? Tifa!
Tifa, you're there too!"



Tifa: "EXCUSE me."

Tifa: "You know, Aerith,
I have a question."

Aerith: "What?"

Tifa: "Does the Promised Land really exist?"

Aerith: "I don't know."

Aerith: "All I know is..."

"The Cetra were born from the Planet,
speak with the Planet, and unlock the Planet."

"And then..."

"The Cetra will return to the Promised Land.
A land that promises supreme happiness."

Tifa: "I don't know."

Aerith: "More than words...I don't know."



Cloud: "Speak with the Planet?"

Tifa: "Just what does the Planet say?"

Aerith: "It's full of people and noisy...
That's why I can't make out
what they are saying."

Cloud: "You hear it now?"

Aerith: "I only heard it at the Church in the Slums.
Macher said that Midgar was no longer safe.
That is...my real mother."

Aerith: "Someday I'll get out of Midgar...
Speak with the Planet
and find my Promised Land."

"That's what mom said."

"I thought I would stop hearing her
voice as I grew up, but..."



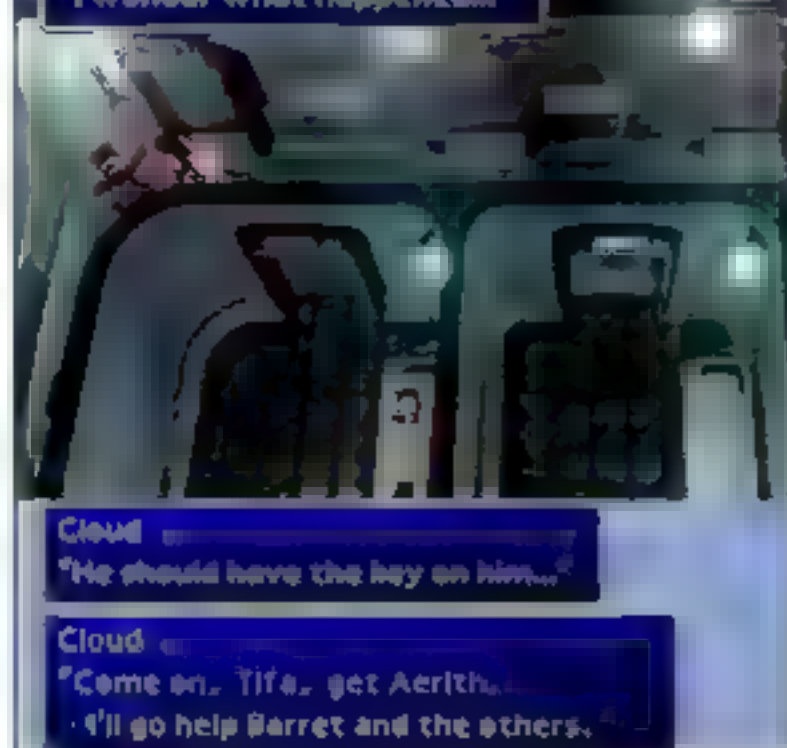
Cloud: "The door's open...
When did it open?"

Cloud: "Tifa...
Wake up!"

Tifa: "What's wrong?"

Cloud: "Something's wrong.
Look outside."

Tifa: "I wonder what happened..."



Cloud: "He should have the key on him..."

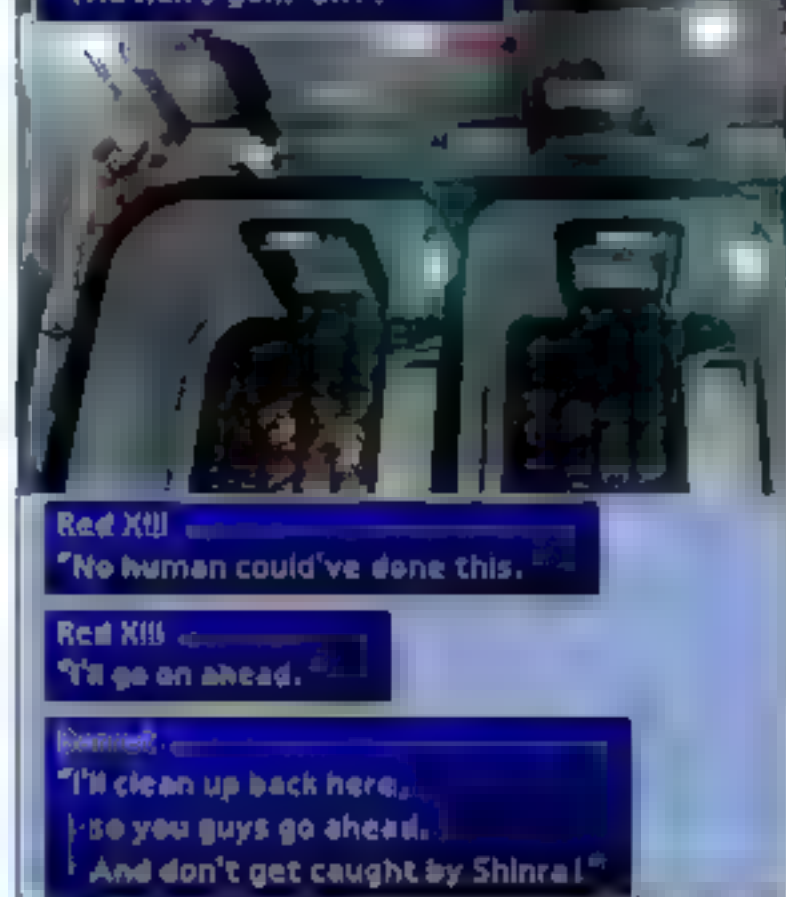
Cloud: "Come on, Tifa, get Aerith...
I'll go help Barret and the others."



Cloud: "Barret, Red XIII...
Come with me. Something's wrong."

Barret: "How'd you get in?
Why's the door open?"

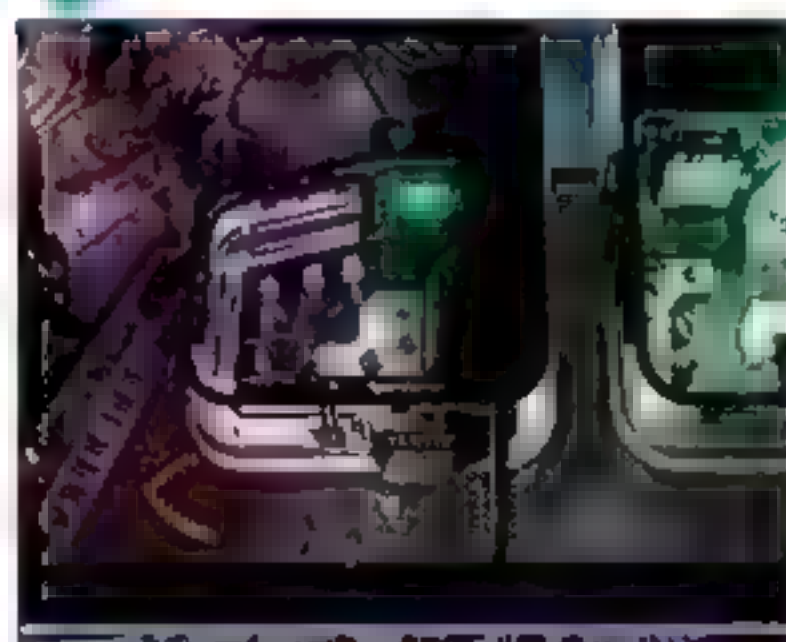
Barret: "The hell's goin' on?"



Red XIII: "No human could've done this."

Red XIII: "I'll go on ahead."

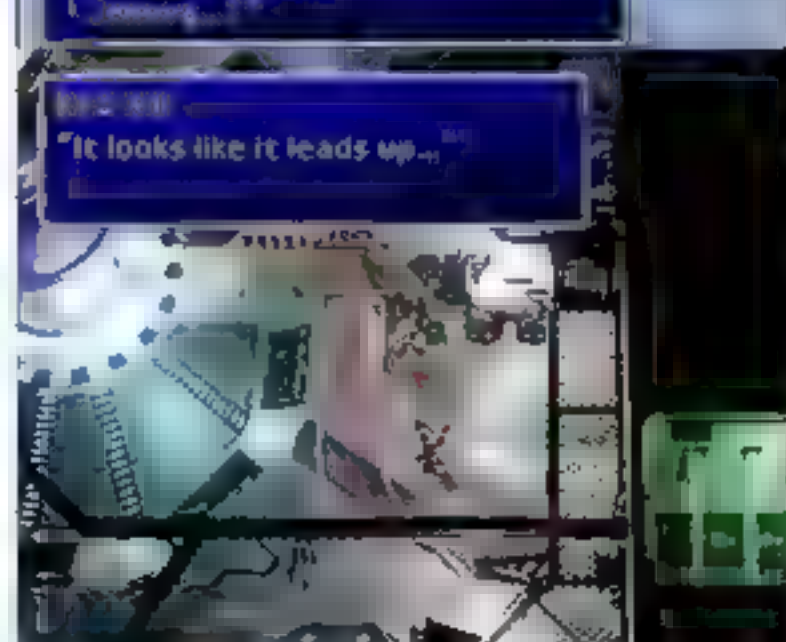
Cloud: "I'll clean up back here...
So you guys go ahead.
And don't get caught by Shinra!"



Red XIII: "Jenova Specimen...
Looks like it went to the upper floor
using that elevator for the specimens."



Cloud: "Did it get bigger?
Larger...?"



Red XIII: "It looks like it leads up..."

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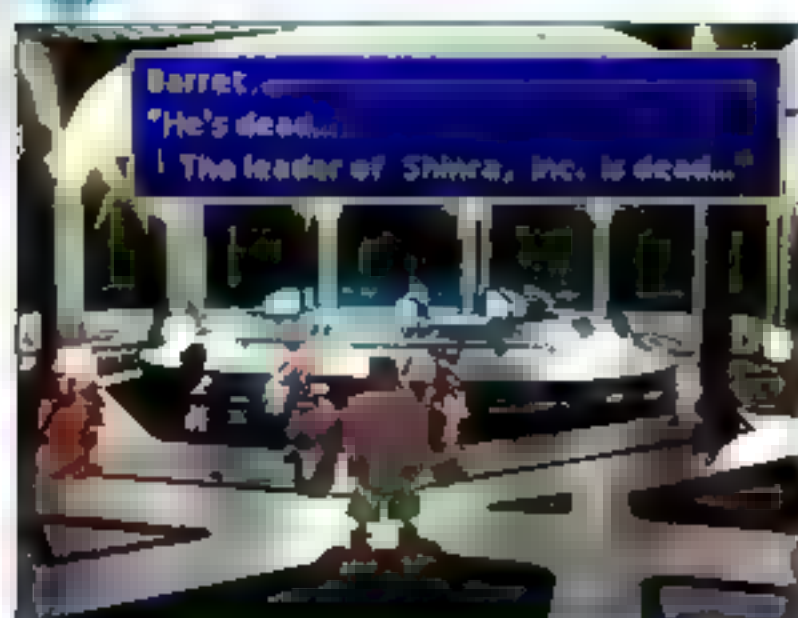
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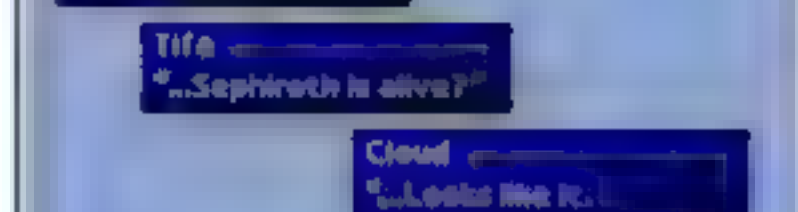
Continued from Previous Page



Barret:
"He's dead...
The leader of Shinra, Inc. is dead..."



Tifa:
"Then this sword must be...?"



Cloud:
"Sephiroth's!?"



Tifa:
"...Sephiroth is alive?"



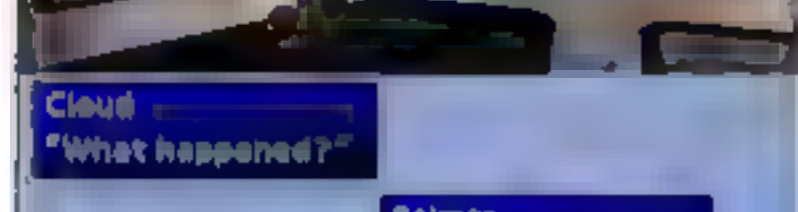
Cloud:
"...Looks like it...
Only Sephiroth can
use that sword."



Barret:
"Who cares who did it!?"
"This is the end of the Shinra now!"



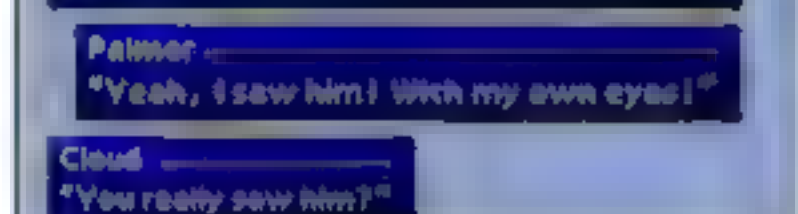
Palmer:
"P. P. P. please, don't kill me!"



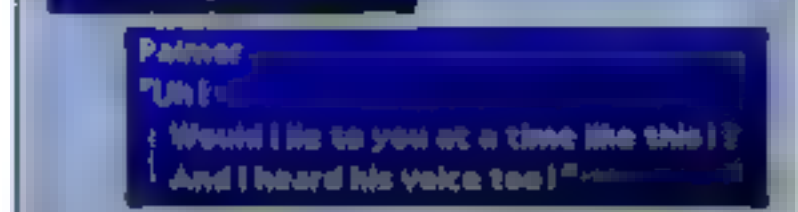
Cloud:
"What happened?"



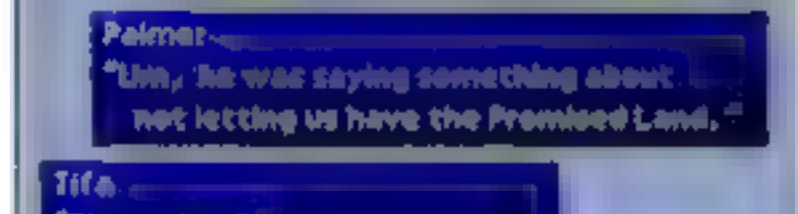
Palmer:
"So...Sephiroth...
Sephiroth came."



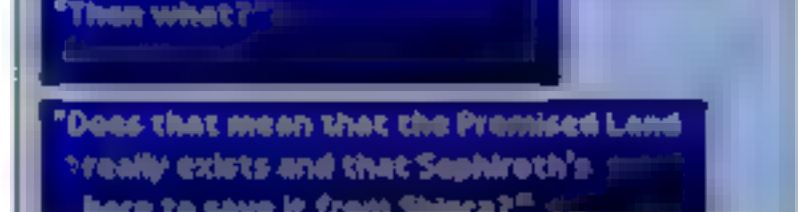
Cloud:
"Did you see him? Did you see Sephiroth?"



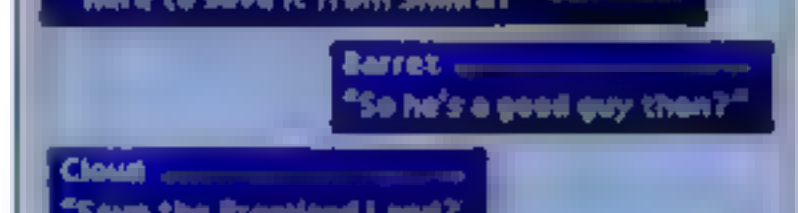
Palmer:
"Yeah, I saw him! With my own eyes!"



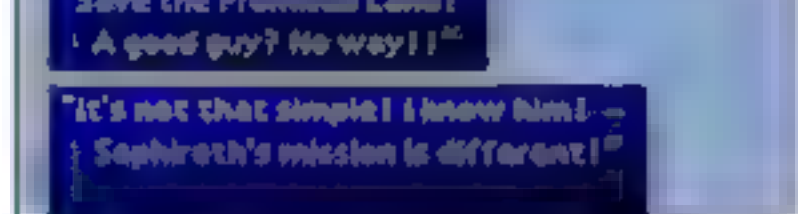
Cloud:
"You really saw him?"



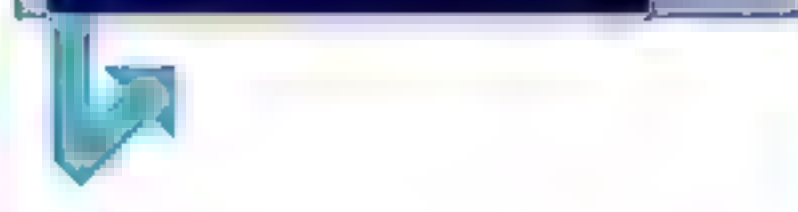
Palmer:
"Uh...
Would I lie to you at a time like this?
And I heard his voice too!"



Palmer:
"Um, he was saying something about
not letting us have the Promised Land."



Tifa:
"Then what?"



"Does that mean that the Promised Land
really exists and that Sephiroth's
here to save it from Shinra?"

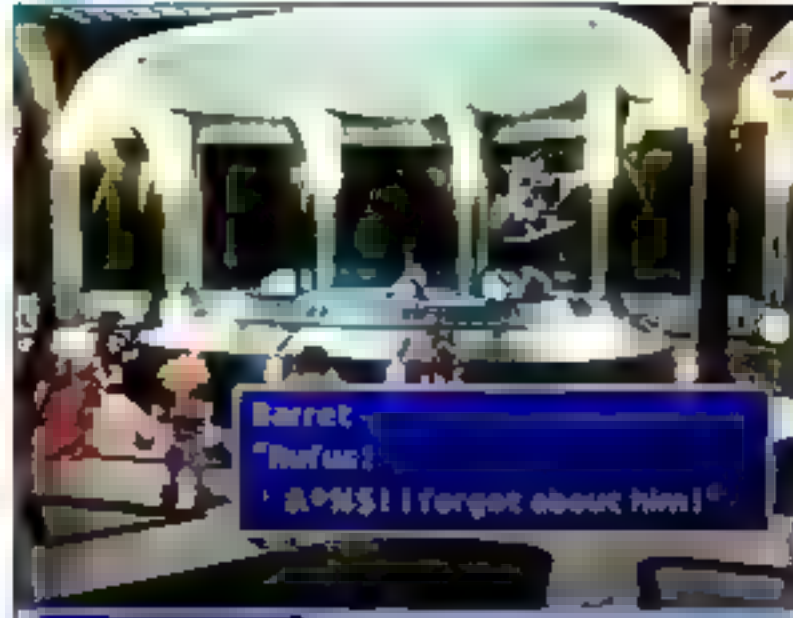


Barret:
"So he's a good guy then?"

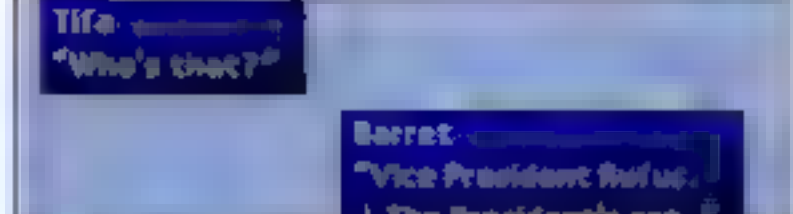


Cloud:
"Save the Promised Land?
A good guy? No way!"

"It's not that simple! I know him! -
Sephiroth's mission is different!"



Barret:
"Rufus!
A*NS! I forgot about him!"



Tifa:
"Who's that?"



Barret:
"Vice President Rufus...
The President's son."



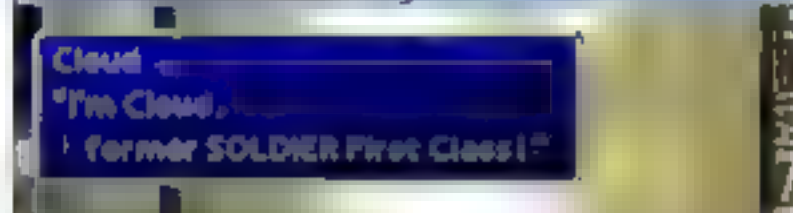
Rufus:
"So...
So Sephiroth was actually here...
By the way."



Rufus:
"Who are you guys?"



Cloud:
"I'm Cloud...
former SOLDIER First Class!"



Barret:
"I'm from AVALANCHE!"



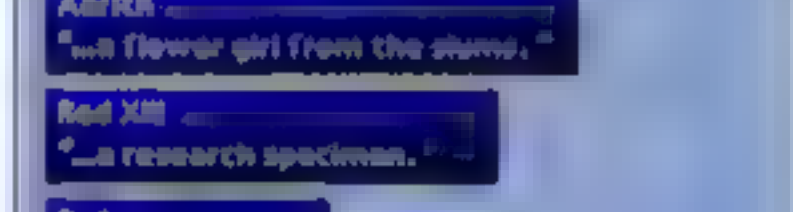
Tifa:
"Same here!"



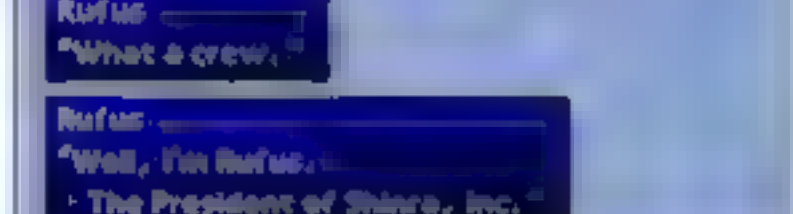
Aerith:
"...a flower girl from the slums."



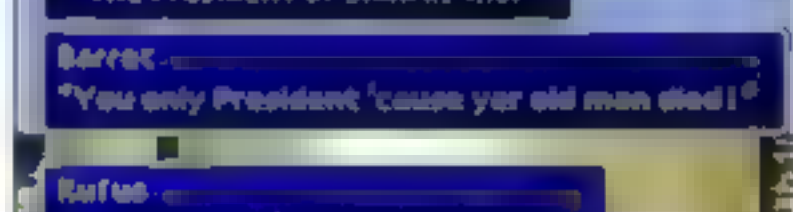
Red XIII:
"...a research specimen."



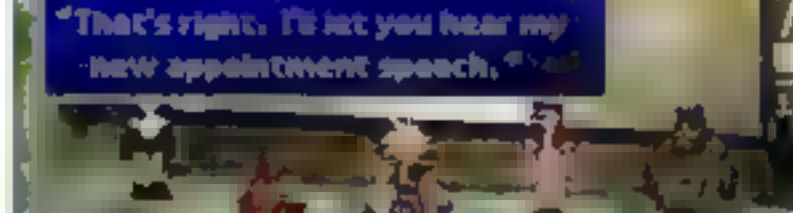
Rufus:
"What a crew."



Rufus:
"Well, I'm Rufus...
The President of Shinra, Inc."



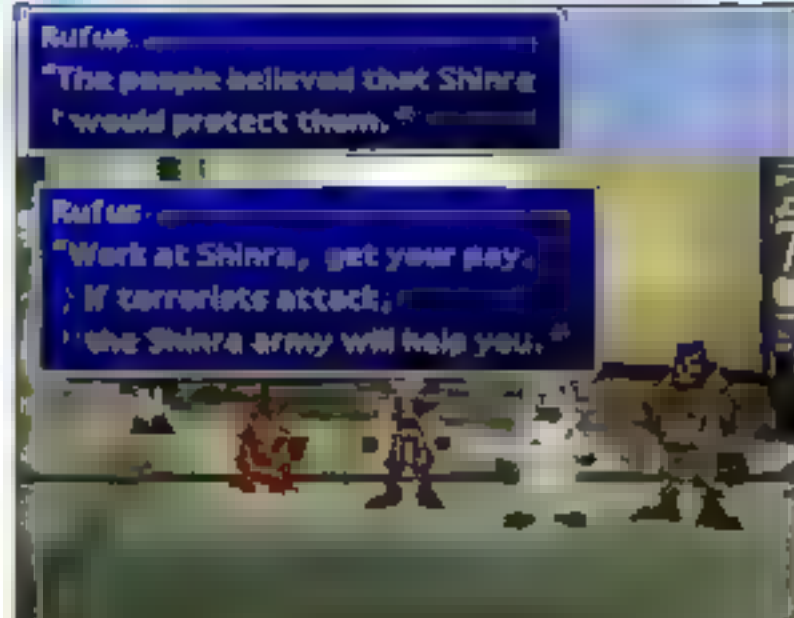
Barret:
"You only President 'cause yer old man died!"



Rufus:
"That's right. I'll let you hear my
new appointment speech."



Rufus:
"...Father tried to control the world
with money...
and that worked for him."



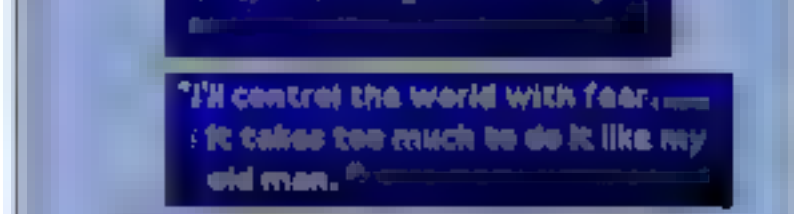
Rufus:
"The people believed that Shinra
would protect them."



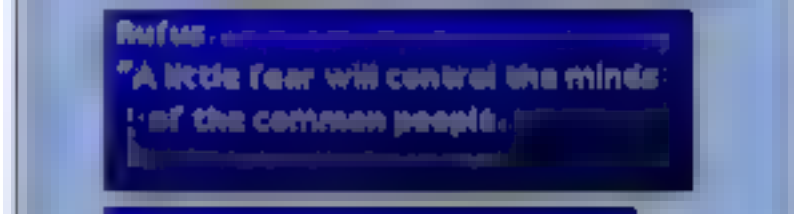
Rufus:
"Work at Shinra, get your pay...
If terrorists attack...
the Shinra army will help you."



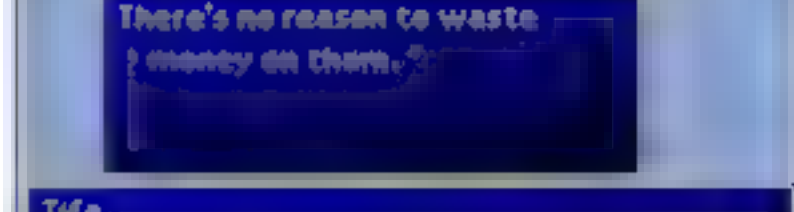
"It looked perfect on the outside."



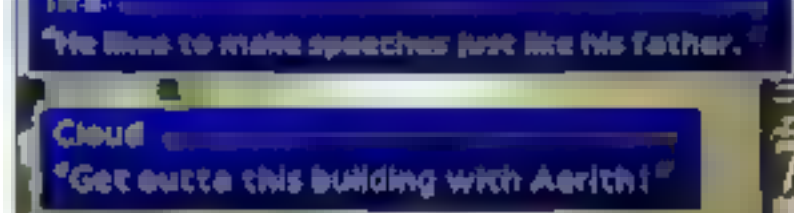
Rufus:
"But, I do things differently."



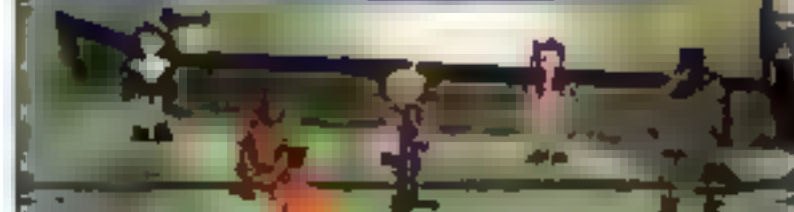
"I'll control the world with fear...
It takes too much to do it like my
old man."



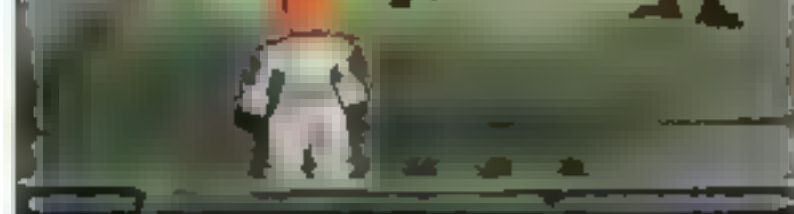
Rufus:
"A little fear will control the minds
of the common people."



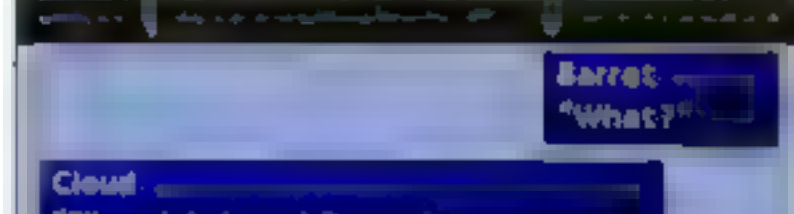
There's no reason to waste
money on them."



Tifa:
"He likes to make speeches just like his father."



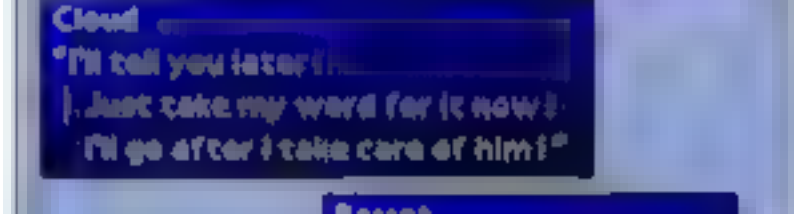
Cloud:
"Get outta this building with Aerith!"



Barret:
"What?"



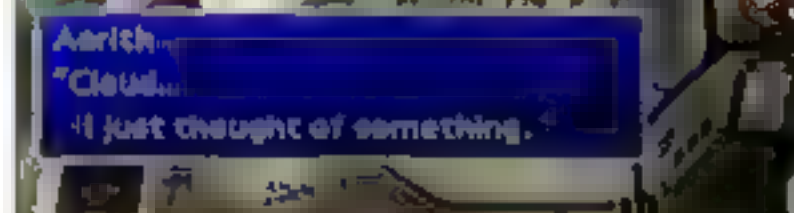
Cloud:
"I'll explain later! Barret!
This is the real crisis for the Planet!"



Barret:
"The hell's that supposed to mean?"



Cloud:
"I'll tell you later!
Just take my word for it now!
I'll go after I take care of him!"



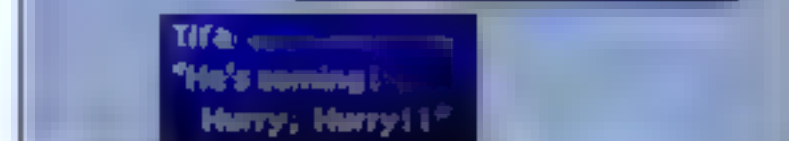
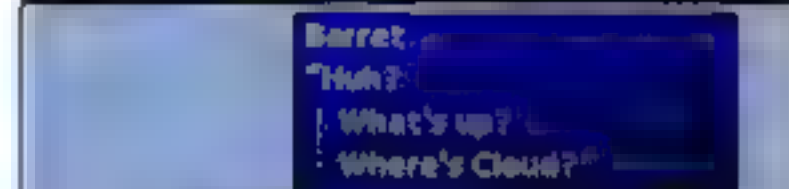
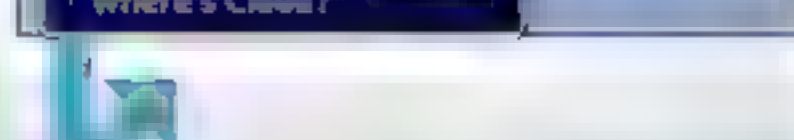
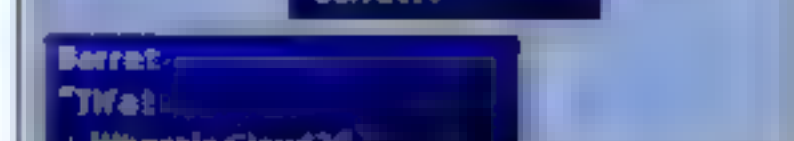
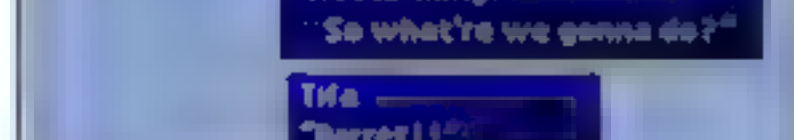
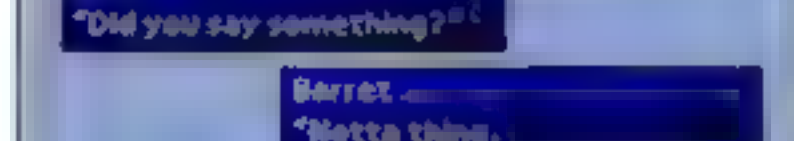
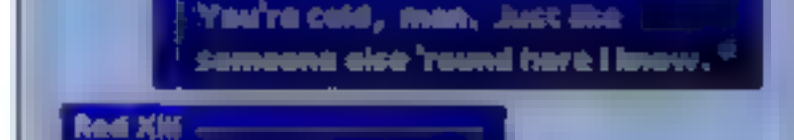
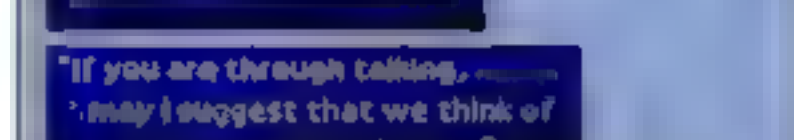
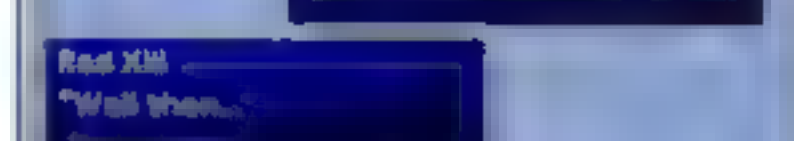
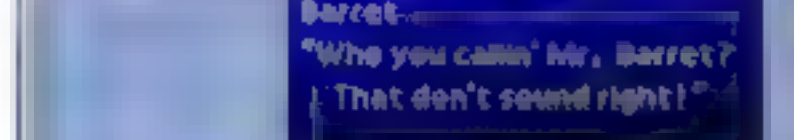
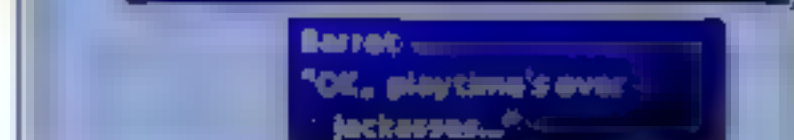
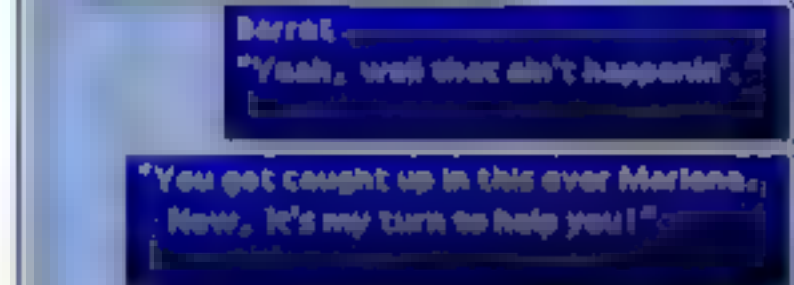
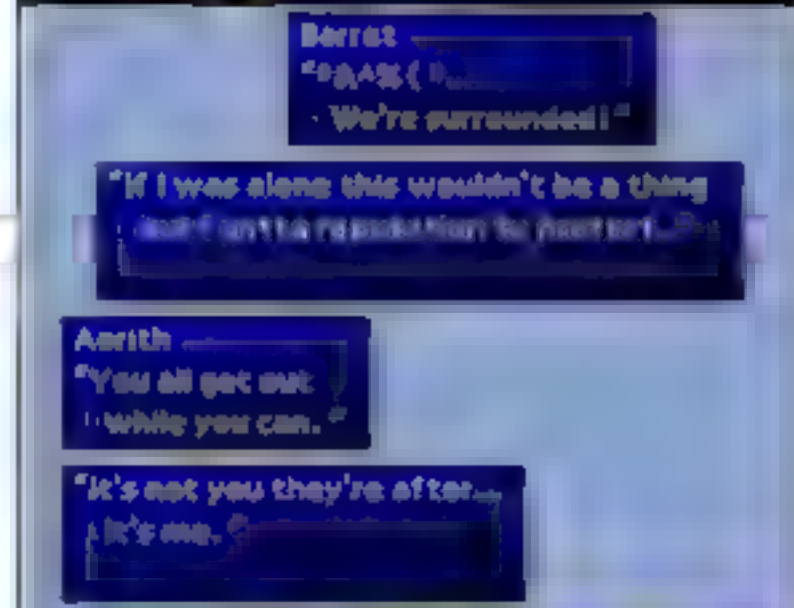
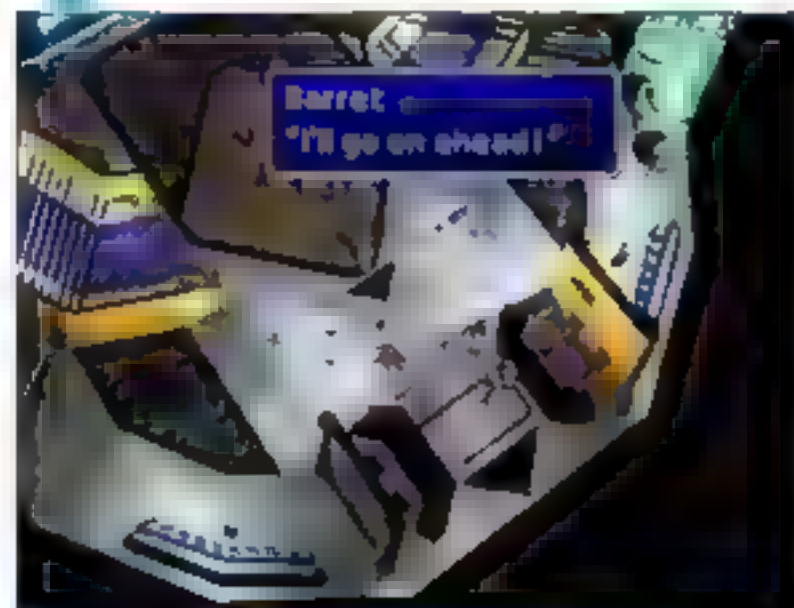
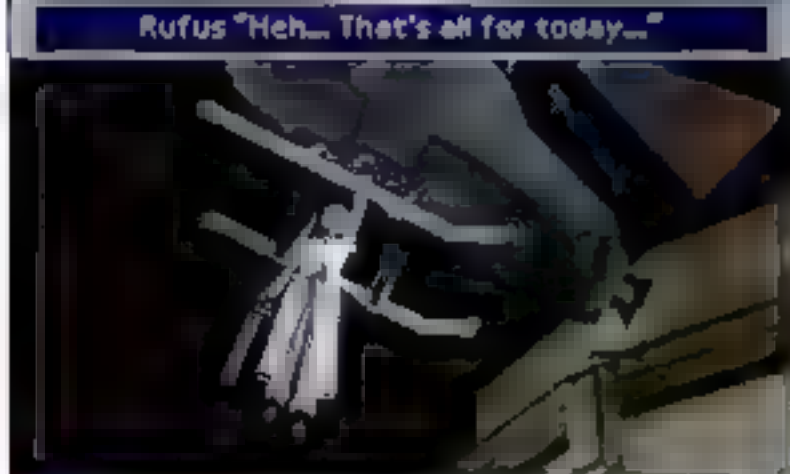
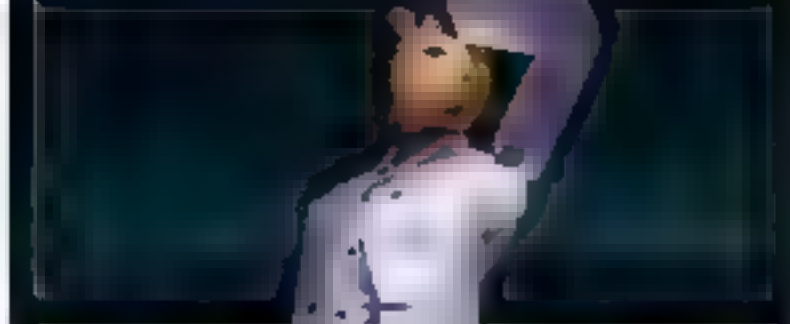
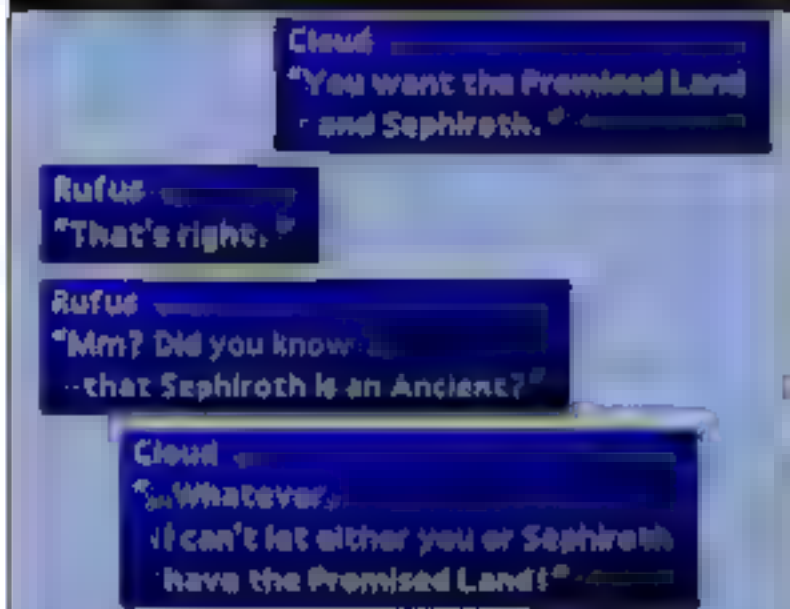
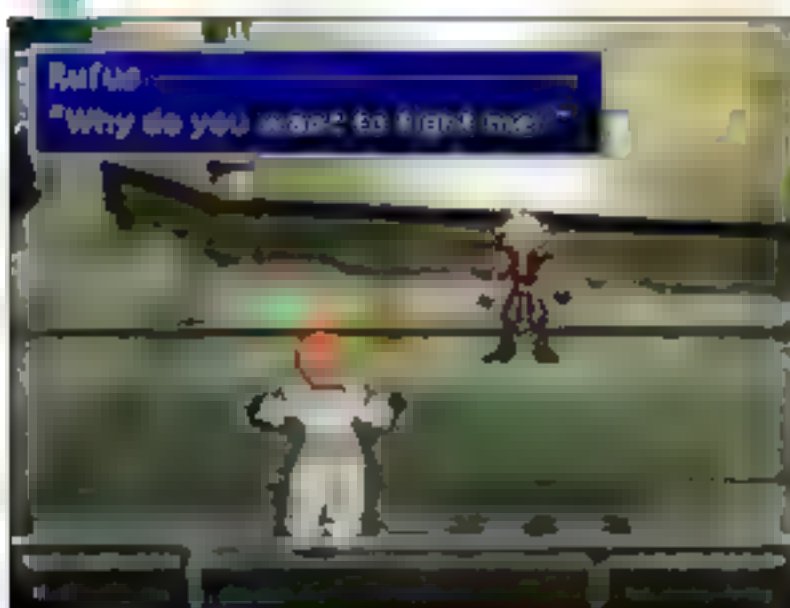
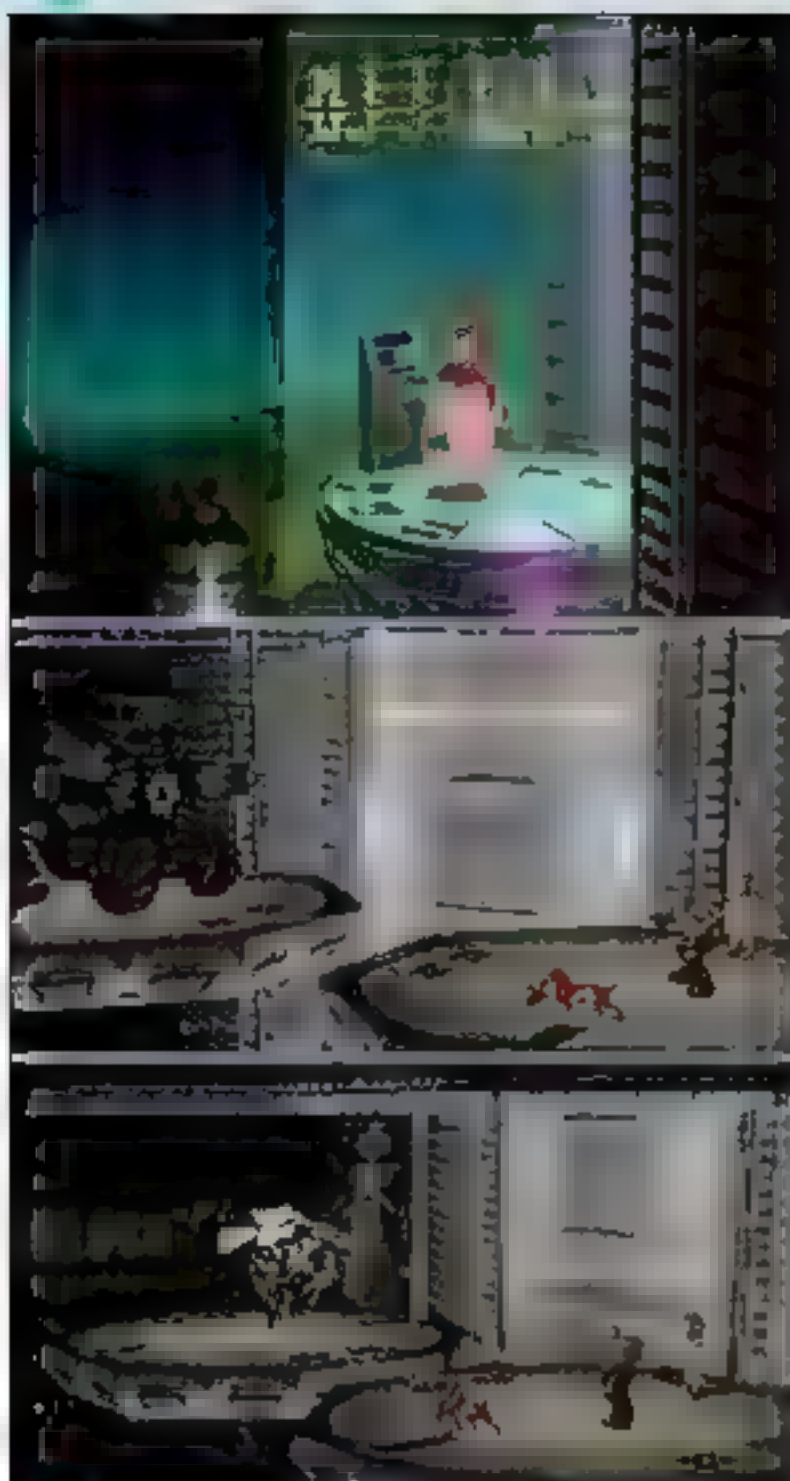
Barret:
"Alright, Cloud!"



Aerith:
"Cloud...
I just thought of something."



Tifa:
"...I'll wait for Cloud!
Everyone, get to the elevator!"



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CHAPTER

18

Destiny's Crossroads

MAIN STORY DIGEST



1 Flying Through the Night

Cloud and the others speed along the expressway with a flood of Whispers—the robed monsters from before—enveloping the Shinra Building behind them. After dispatching a relentless Shinra pursuit squad, Cloud sees Sephiroth standing in his path and immediately slams on the brakes.

2 The Burning Point

Sephiroth appears at the end of the expressway and disappears beyond a wall of Whispers. At a crossroads of fate, Cloud and his companions pass through the barrier. They emerge in an otherworldly space and do battle with a colossal Whisper, glimpsing scenes from a future they're about to abandon. With the Whispers vanquished, the party faces off with their fateful opponent Sephiroth, hoping to defeat the planet's true enemy and clear the way to a brand new destiny.



"This ends right here."

Any damage taken during the G Bike minigame carries over into the following fight with M.O.I.O.R., making the first few turns potentially deadly for the team. When forming a party with which to depart Midgar, we get to hear our companions' thoughts depending on the members chosen.

<Continued from Part 11 (see p. 379)>

Midgar Expressway



Barret
"Well, what do we do now?"

Cloud
"Sephiroth is alive...
I'll have to settle the score."

Barret
"And that means saving the Planet?"

Cloud
"...Seems that way."

Barret
"Then, I'm going!"

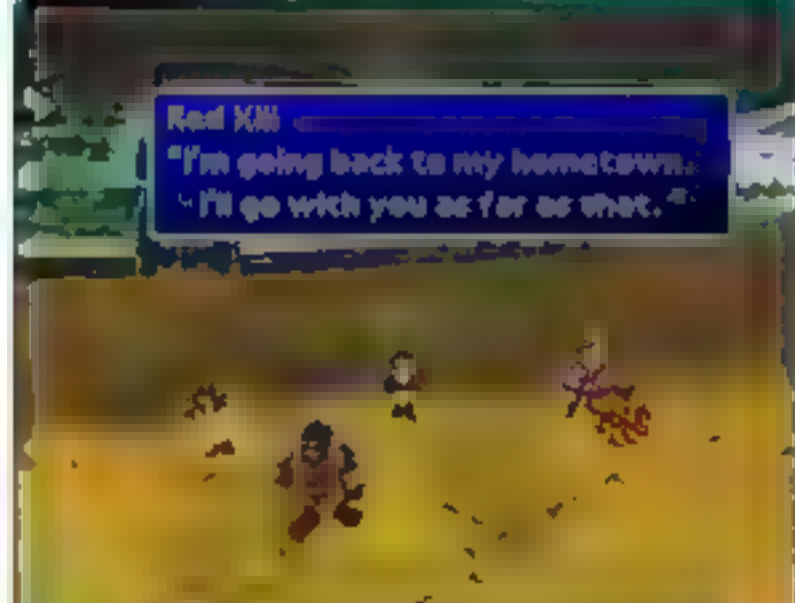
Aerith
"I'll go, too."
"There are things I need to know."

Cloud
"About the Ancients?"

Aerith
"...Many things."

Tifa
"I guess it's goodbye, Midgar."

Outer Edge of Slums



Red XIII
"I'm going back to my hometown...
I'll go with you as far as that."

Tifa
"...I guess this is the start of our journey..."

Cloud
"You hate traveling?"

Tifa
"It's dangerous. You sure you want to go?"

The events that occur if you choose "It's dangerous. You sure you want to go?"

Tifa
"...Hmm...
But you know, it should be all right
if you keep your promise."

Aerith
"You know what?
This is the first time I've ever left Midgar..."

Cloud
"Really? Are you worried?"

Aerith
"A little...no, maybe a lot.
Well, my lack of all trades
will be with me, yeah?"

The events that occur if you choose "It's dangerous. You sure you want to go?"

Aerith
"I thought you'd say that!"

Barret
"We told Aerith's mom to go
somewhere safe, so Marlene
should be safe, too."

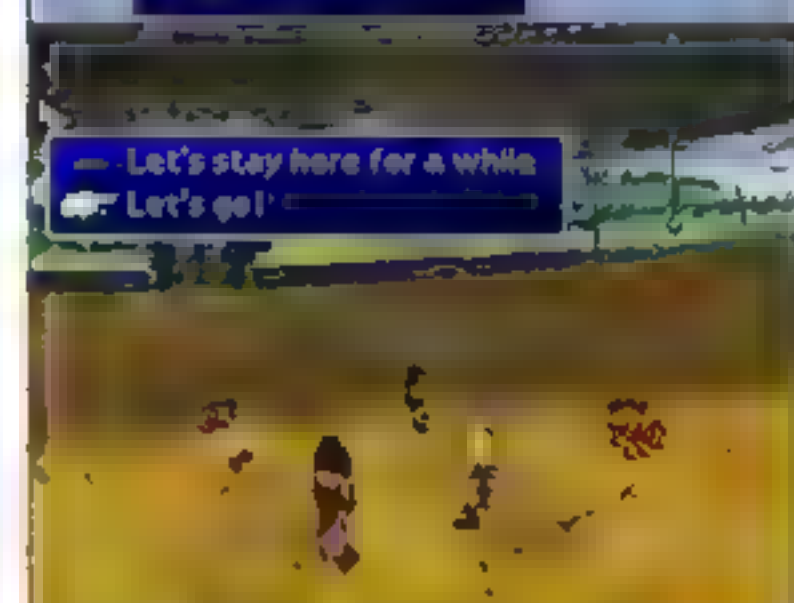
Cloud
"Yeah, she should be
safe. Hmm, I don't know."

Aerith
"She said she didn't want to stay in Midgar
anymore. ...Maybe it's for the best."

The events that occur if you
choose "Hmm, I don't know."

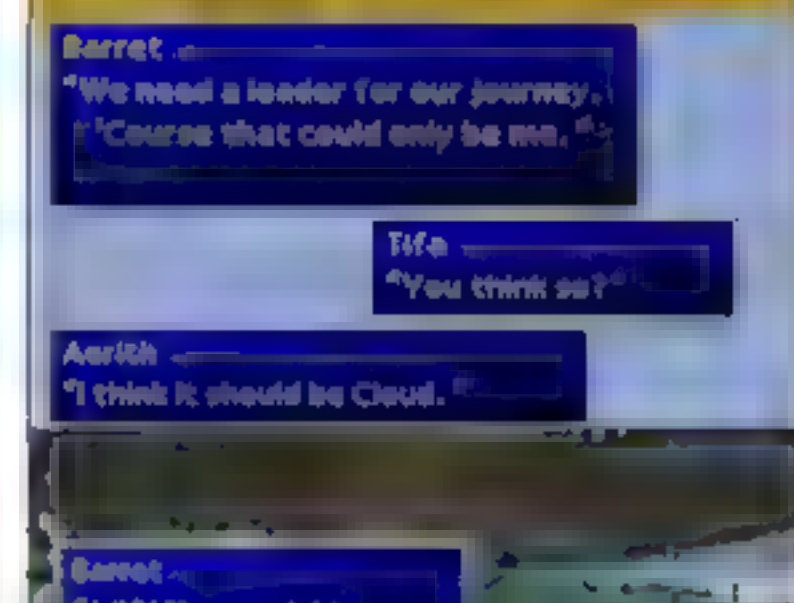
Aerith
"Stop it, Cloud!
I'm worried too."

Cloud



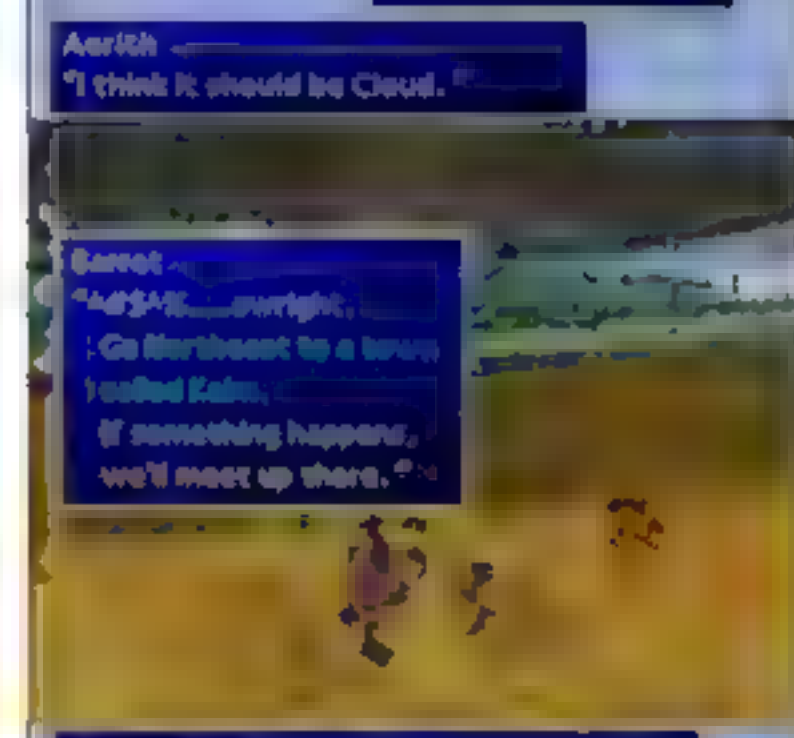
Cloud
"Then..."

Cloud
"Let's stay here for a while."
"Let's go!"



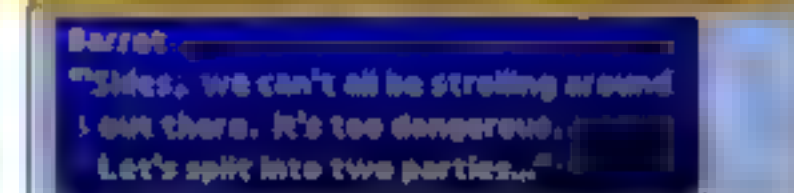
Barret
"We need a leader for our journey.
Course that could only be me."

Tifa
"You think so?"



Aerith
"I think it should be Cloud."

Barret
"As far as I'm concerned,
Go Northwest to a town
called Kalm.
If something happens,
we'll meet up there."



Barret
"Sides, we can't all be strolling around
out there. It's too dangerous.
Let's split into two parties..."

The events that occur if you choose
Aerith and Tifa as your party members

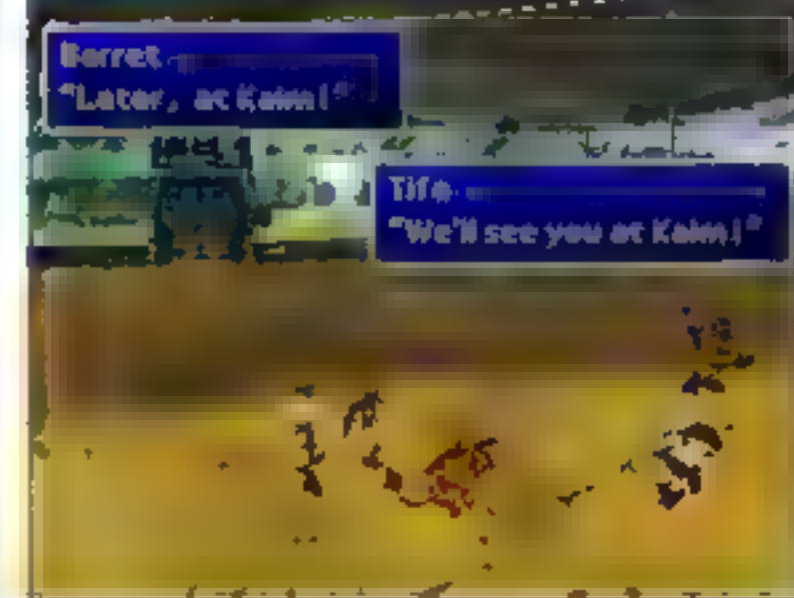
Barret
"...Thought you'd do that."

The events that occur if you choose Barret
and Red XIII as your party members

Aerith
"...Interesting"

Tifa
"...combination."

Tifa
"Well, have fun...boys."



Barret
"Later, at Kalm!"

Tifa
"We'll see you at Kalm!"

Key Development Staff Q&A • Part 4



Character Modeling Director

風野正昭

Masaaki Kazeno

Noteworthy Works

Final Fantasy VIII, Final Fantasy IX, Final Fantasy X, Final Fantasy XII, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy, Kingdom Hearts

Q What sort of work were you in charge of?

A I provided direction for 3D modeling as a whole, including Cloud and the other characters, as well as monsters. I was also in charge of assigning and managing design work. Lastly, I coordinated with the legal and ethics teams to keep the game's CERO rating [a consumer age restriction index] down.

Q What kind of communication did you have with the staff responsible for modeling each character?

A When we began the 3D modeling process, I met with the creative leads and we looked over the original game's designs and all sorts of other material. Based on those, we decide which direction would be best to take. Once that was settled, our highly experienced staff were able to create 3D models that exceeded anything we'd imagined.

Q Were there any things that changed significantly before the project was completed?

A Every character underwent some degree of change, as we were constantly making minor adjustments up until the end of development. However, Tifa's face changed quite a lot compared to the others.

Q Was there any character you particularly liked?

A Yes. Roche. I like his intensely eccentric personality and how he isn't overshadowed by Cloud and the others despite being a newly added character.

Q Which part did you struggle with the most?

A I had a hard time tweaking the game's presentation so that it would be eligible for a CERO C rating [acceptable for ages 15 and up]. I didn't mind working hard to improve the actual quality of the game, because that work was enjoyable, but making sure the game qualified for CERO C was really rough—we were forced to give up certain things we'd hoped to present to the audience.

Q Are there any stand-out memories you have from the development process?

A When I made Cait Sith and his fat moogles and unveiled them at a meeting, everyone in the room began muttering under their breath. It was only then that I learned Cait Sith wouldn't be a party member this time around. In the next game, I hope to make Cait Sith and his fat moogles appear more charming.

A Secret About the Game Only I Know

Wedge's pet tortoiseshell cats, Biggums, Reggie, and Smalls, sport the same pattern aside from their tails, such that you can't tell them apart if you're looking head-on. However, their eye color varies ever so slightly. You can confirm this yourself by watching the scene in Chapter 4 where it zooms in on all three of their faces side-by-side.



Main Character Modeler and Lead Character Artist

鈴木 大

Dan Suzuki

Noteworthy Works

Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy, The Last Remnant

Q What sort of work were you in charge of?

A I made sure the development environment was all in order, determining technical specifications for assets and preparing tools for people to work with. In terms of producing models, I mostly focused on the main character work.

Q How did you go about making the dresses that appear in Chapter 9?

A With Aerith's dresses, it was essential to distinguish how extravagant each of the three was in order to match the story conditions it shows up under. Also, changing around hairstyles was costly in terms of work, but it was an absolutely crucial component, so we made sure to provide a hairstyle to match each dress. Even after the modeling work was complete, we still put in quite a bit of effort, reviewing the dress designs and enhancing the feel of their materials with the help of shaders [programs that deal with shading and color].

Q Was there any character you particularly liked?

A Yes. Cid. His expressions, his voice, his performance. Everything about him is just top notch.

Q Were there any things that ended up getting revised before the project was completed?

A Initially we had Hojo wearing a Shinra employee ID

badge on his breast, but we got rid of it since we figured he isn't the kind of person who'd conduct himself according to the rules like that.

Q Are there any stand-out memories you have from the development process?

A When working with a certain character's outfit, I was told that revisions had been made to the design of their belt. When I went to take a look, I found that far from simply having a different belt, the character was wearing a totally new outfit I never knew about.

Q What part of this work are you most eager to have people see?

A Characters appear in cutscenes just as they do when you're normally controlling them, but deliberate use of lighting makes them look several times more beautiful. So, please take a moment to appreciate and compare them.

A Secret About the Game Only I Know

When making a 3D model, I first try to gather a bunch of reference images. For the Malboro, I used avocados and bitter gourds as references. I was really hoping to make it look like a durian, but I had to let it go because adding that many spikes would have been too resource intensive.



FINAL FANTASY VII REBIRTH

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SUB EVENT & MINI GAME

サブイベント&ミニゲーム

FINAL FANTASY VII REBIRTH & ULTIMANIA

Key Development Staff Q&A - Part 5



Character Modeling Director

番谷航

Wataru Bantani

Noteworthy Works

Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Kingdom Hearts III, The 3rd Birthday, Pokkén Tournament

Q What sort of work were you in charge of?

A My primary duties included ordering resources from overseas development firms, overseeing the project's progress through online meetings, helping our in-house team check delivered resources, and providing data management for city and slum residents. Our team members had to deal with a huge amount of imported data on a daily basis, with up to 80 batches per day during the busiest periods. Checking it all felt like a never-ending battle.

Q Was there any character you particularly liked?

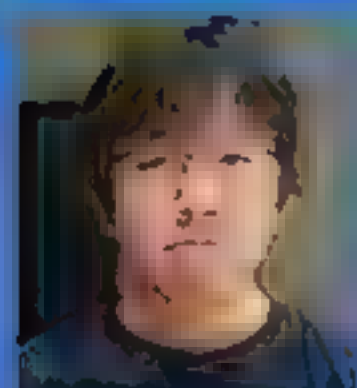
A All the city's nameless inhabitants, I suppose. They go about their daily lives, talking to whomever about whatever they please, each with their own distinct habits and behaviors. I like to observe them at their various activities—the children playing and dancing in the slums, the adults partaking in Wall Market's unique nightlife amusements. Some have rather striking features while others seem to bear unexplained resemblances to different people. I hope players will take the time to look at each of these profound denizens.

Q Which part did you struggle with the most?

A The character section worked with up to 2,000 different assets, including characters, enemies, and props and gadgets, and with the cooperation of its staff, production work was able to proceed apace. The character section department can be considered the gateway to the production process, supplying assets to all the other teams so they can begin their work. Therefore, we tried our best to keep our work on schedule and ensure that the many people depending on us weren't waiting around idle-handed. That said, some assets could only be finished off at certain points during the work process, and it was very hard coordinating the schedule to deal with those special tasks while simultaneously managing the bulk of the other assets.

A Secret About the Game Only I Know

We went all out making tons of city and slum dwellers in order to create a rich sense of day-to-day life. However, owing to a variety of circumstances, the majority of them were never used. In addition to the residents you see throughout the game, there were actually going to be many [named] characters...



Animation Director

相馬文志

Yoshiyuki Soma

Noteworthy Works

Final Fantasy VIII, Final Fantasy IX, Final Fantasy X, Final Fantasy X-2, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy, Kingdom Hearts

Q What sort of work were you in charge of?

A I was ostensibly responsible for the overall work of directing and managing animations, but because I joined the development team partway through the project, I pretty much just left the majority of the work to the core staff members in charge of each part. In reality, I was more of a handyman carrying out routine tasks that varied day to day.

Q Did you use any entries from the *Final Fantasy VII* compilation as references?

A One of our ongoing tasks with this work was to take images and footage from *Final Fantasy VII: Advent Children* and apply them to the game. To that end, I went back and rewatched the movie, which I'd only seen once when it first released, to take another look at the CG quality and character-related aspects.

Q Which part did you struggle with the most?

A I had a tough time with multiple different parts, but if I had to choose one, I guess it would be the dresses Cloud, Tifa, and Aerith wear. Each dress has three variations and they all operate using a shared motion [another term for character-related animations]. However it was difficult supporting every dress with the same single basic configuration, and we were frantically making adjustments until the very end of development.

Q What sorts of challenges would you like to tackle in your next work?

A In addition to improving the game's quality all around, I'd like to make characters' behavior more natural and provide a more organic link between tired exploration and combat. The game does a well-balanced job of separating normal gameplay and battles, retaining the feel of the original version, but I think we need to work toward making it more seamless—in the literal sense of the word. I'd like to work with the various parties involved to "level up" things like user-friendly field controls and actions, movements for enemies and city residents, and natural conversation scenes.

A Secret About the Game Only I Know

All characters' hair and clothing will blow and wave in the wind, but the way Cloud's spiky hair sways during cutscenes required extra time and effort. Each part of his hair had to be carefully and separately configured, with minute adjustments made for each scene in order to achieve Cloud's characteristic spiky look.



Battle Animation Director

山地裕之

Hiroyuki Yamauchi

Noteworthy Works

Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Dissidia 012 Final Fantasy, Kingdom Hearts II, Romancing SaGa

Q How did you decide on characters' movements?

A As a rule, we stuck to how things looked in the original version when working [on the remake]. But on top of that foundation we added elements unique to this game, such as Cloud's full-bodied, dynamic style, Barret's heavyweight feel, Tifa's fierce and flurried approach, and Aerith's sense of resplendence. Our hope is that players feel equal measures of nostalgia and freshness.

Q Wasn't it difficult getting Rufus to move with all those belts dangling off him?

A When I first saw his outfit, I worried its complex shape would make things difficult. However, the design looked super cool, and when I actually got to animating it, it gave his movements this graceful, extravagant look. So it actually wound up helping more than it hurt. What was really difficult was Aerith's skirt. It's very long and has no slit, so I had to be extra careful making sure she didn't spread her legs too wide.

Q Was there any motion you particularly liked?

A The whole way characters move when in the frog state. The goal was to create motions that would hold up against the intense action-packed movements characters make in human form, so I told the person in charge, "Just make sure they're fun and interesting. It's okay to get a little goofy with it." I don't think you get many chances to see

these motions if you progress through the game normally, so I'd urge players to equip the Enfeeblement Ring and try playing around as a frog.

Q Was there any technology newly introduced for this project?

A With regular enemies, we used a piece of technology called Body Driver, which changes how their corpses move based on what kind of attack was used to finish them off. You'll notice that different types of enemies move in different ways when they're defeated: Ghosts will dematerialize and fade away into a wall or floor, while giant Grungy Bandits will collapse to their knees.

! A Secret About the Game Only I Know

When the Brain Pod enters its second phase, there's a scene where the head keeps popping out of a small opening and landing in a bigger one, but it actually messes up part way and the head bonks off the rim of the big opening. I don't think anyone else on the development staff ever noticed it.



Lead Animator

長塚拓幸

Hiroyuki Nagatsuka

Noteworthy Works

Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Final Fantasy XV, Dissidia 012 Final Fantasy, Secret of Mana

Q What things did you bear in mind while working on this title?

A I was very deliberate about lending a certain weightiness to characters' animations while simultaneously ensuring they felt good to control. Imparting a sense of weight leads to a more realistic portrayal and helps elevate the feeling that the characters are present within their world. However, seeing as this is a video game, we didn't want to do so at the risk of responsive controls, so we were continually making adjustments in order to find the perfect balance.

Q Was there any character you had a particularly easy time making motions for?

A That would be Barret. He has such a strong presence even when he's not doing anything, and no matter what kind of movement he makes, it effortlessly becomes his own. It also helped that I'm close to him in age, so it was easy for me to come up with ideas for his motions. I wish I could make a game starring nothing but middle-aged men [laughs].

Q Were there any aspects of the original game you were mindful of?

A The animations used in Wall Market especially were created with the original version in mind. Remake is full of comical and striking events, such as the squatting minigame

and crossdressing sequence, and we repeatedly cross-checked the original's animations in order to deliver an experience that would reflect how things felt back then.

Q Was there any animation you particularly liked?

A The animation where Cloud sits down on the bench. I heard from one of the planners that there wouldn't be any tents this time around, and that HP and MP would be recovered by sitting on seats. I set to work creating the animation, but I was at a loss for how to get Cloud to sit down with the Buster Sword slung across his back. Much trial and error ensued, during which I tried having Cloud remove the sword from his back and lay it across his knees. However, this was unfavorably received since it made the sitting process hilariously intricate. In the end, I went with a simple movement where Cloud grabs the hilt and shifts the sword as he sits down. Despite its simplicity, I'm fond of it for being a convincing and realistically rational movement.

! A Secret About the Game Only I Know

The door to Aerith's house is specially made and larger than the other houses' doors. As such, we had to prepare dedicated motions just so Cloud, Barret, Tifa, and Aerith could use that door.

サブイベントミニゲーム

SUB EVENT & MINI GAME

サブイベントミニゲーム

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Key Development Staff Q&A - Part 5



Lead Animator

内島 康雅

Yasumasa Uchijima

Noteworthy Works

Final Fantasy XV, Dissidia Final Fantasy, Dissidia 012 Final Fantasy, Final Fantasy Type-0, Kingdom Hearts II, Kingdom Hearts 3D: Dream Drop Distance

Q What sort of work were you in charge of?

A I was responsible for creating motions used in non-cutscene events, as well as those of city residents. Because event scene motions are performed in-game [i.e., while exploring the field or taking part in combat], we had to make sure characters acted them out subtly while also maintaining responsiveness in the game. For the city residents' motions, we decided on how to approach them based on things like the size of the neighborhood and the number of people dwelling in it. However, there's no shortage of behavior you can observe throughout the city in this game, so we aimed to create natural motions that give a strong first impression but don't grow stale.

Q How did you go about doing your work?

A This game is full of highly unique characters, such as Cloud and the members of Avalanche, and it was the animators' task to portray them as realistic people. To that end, we discussed which elements would add appeal to the characters, deciding each one's physical features, inward characteristics, and natural talents. By doing so, we were able to express characters' individuality through even the smallest gestures. Characters for whom these elements aren't established will have a diminished sense of presence, so we reconvened several times to pinpoint these characteristics. Only then did we proceed to create motions.

Q What things did you bear in mind while working on this title?

A First, in order to give longtime fans a nostalgic entertainment experience, we made sure to include things that could be specially enjoyed by those who played the original game. Second, we looked at current gaming trends and challenged ourselves with new elements so that players who haven't experienced the original version could enjoy the remake as a modern video game. We tried to bear both of these ever in mind as we worked.

! A Secret About the Game Only I Know

The slum dwellers and other city inhabitants have all been given separate background stories in order to bring a unique flavor to the places they live. They too are motivated by their own desires, and feel joy, anger, and sadness. So, please take time to explore every nook and cranny of the city and observe these residents in action.



Facial Director

岩澤 晃

Akira Iwasawa

Noteworthy Works

Final Fantasy VII: Advent Children, Crisis Core: Final Fantasy VII, Lightning Returns: Final Fantasy XIII, Final Fantasy XV, Final Fantasy Type-0, Kingdom Hearts Series, The 3rd Birthday, Drakengard 3

Q What sorts of things did you pay attention to when creating facial expressions?

A Cloud gives off an impression of taciturn coolness—but that's been his image ever since *Final Fantasy VII: Advent Children*. In this game, Cloud is still in the process of becoming an adult, so I strove to have him show a whole spectrum of emotions. Those who've seen *Advent Children* may feel somewhat of a gap [between his portrayal here and there], but I hope players enjoy the gradual changes in Cloud's expressions as he begins opening up to the members of Avalanche.

Q Did you struggle at all with the simultaneous worldwide release?

A It was extremely difficult getting the lip syncing to match the voices in all four languages—Japanese, English, German, and French. This was our first time experimenting with German and French, which we decided to try out given how much voice-parsing technology had advanced. However, it doubled the amount of checking and adjusting we had to do, and we were really regretting our decision toward the end. The programmers and facial staff were buried with work right up till deadline day.

Q Was there any technology newly introduced for this project?

A In this game, emotions are automatically parsed from voice recordings. The program will interpret neutrality, joy, anger, or sorrow from the voice and automatically adjust facial expressions to match these emotions, making it possible for characters to display natural expressions even in scenes where animations haven't been added by hand.

Q Was there any facial expression you particularly liked?

A It's got to be Wedge's face when he jumps from the Sector 7 plate at the end of Chapter 4 and his skin is flapping in the wind. In real life, your skin wouldn't actually flap that much, but that's no fun, so I tried making it flap an exaggerated amount and liked the way it looked. Actually, that was the one scene where I used a physics simulation to animate the skin.

! A Secret About the Game Only I Know

Jessie's "Psych!" catchphrase has a very distinctive sound, and at first I had her say it with a silly face. However, it was a little too over the top and didn't go over well, so I changed it to a cute expression where she sticks her tongue out.



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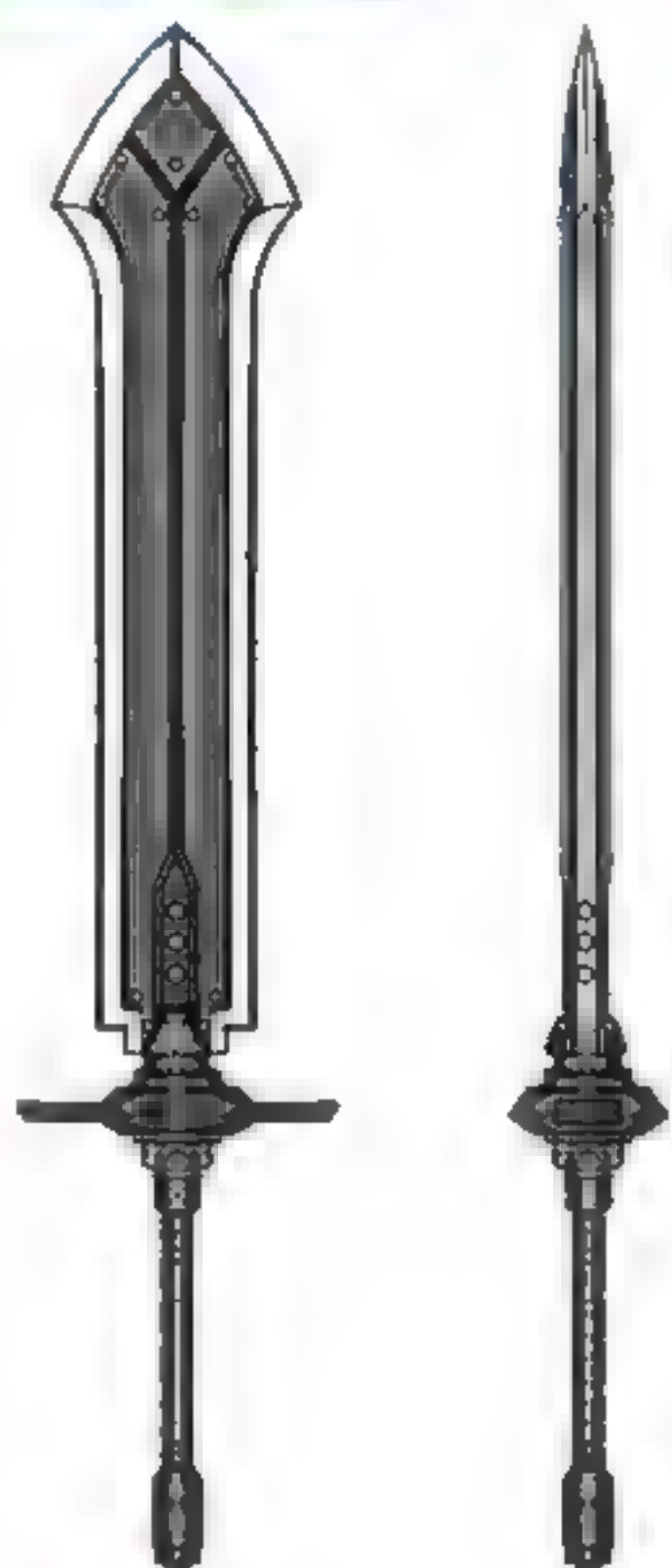
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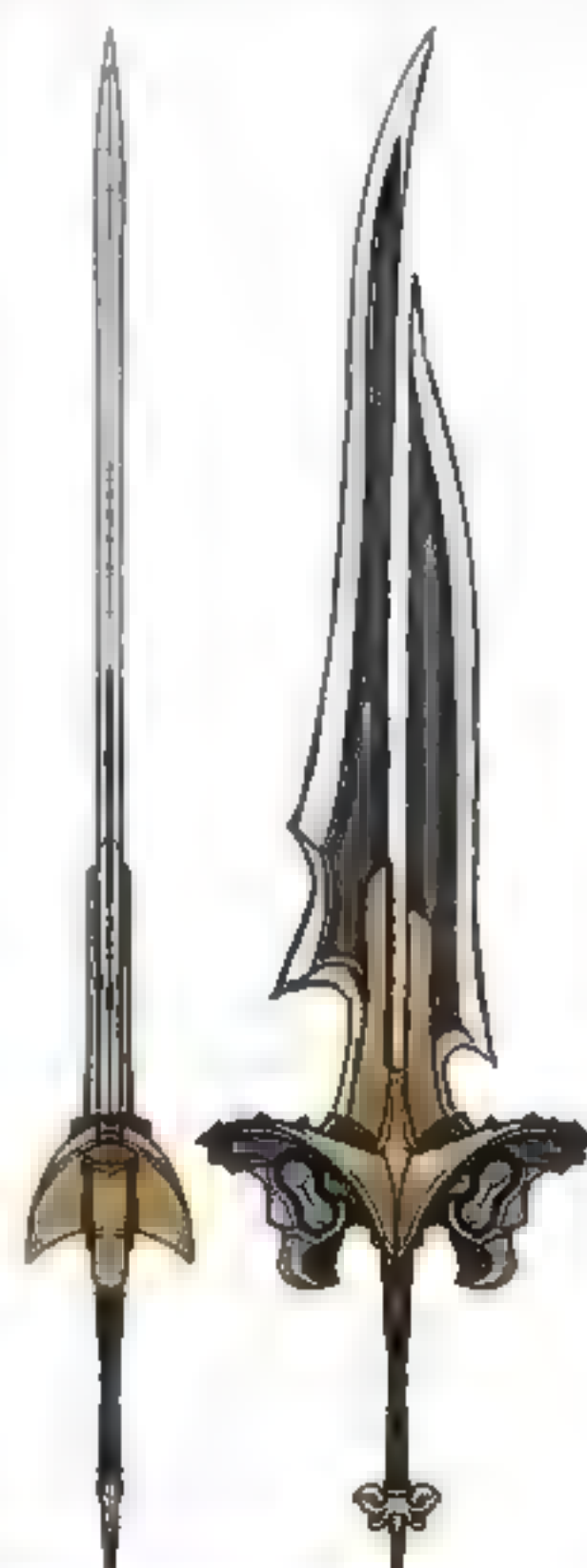
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FINAL FANTASY VII REMAKE ULTIMANIA

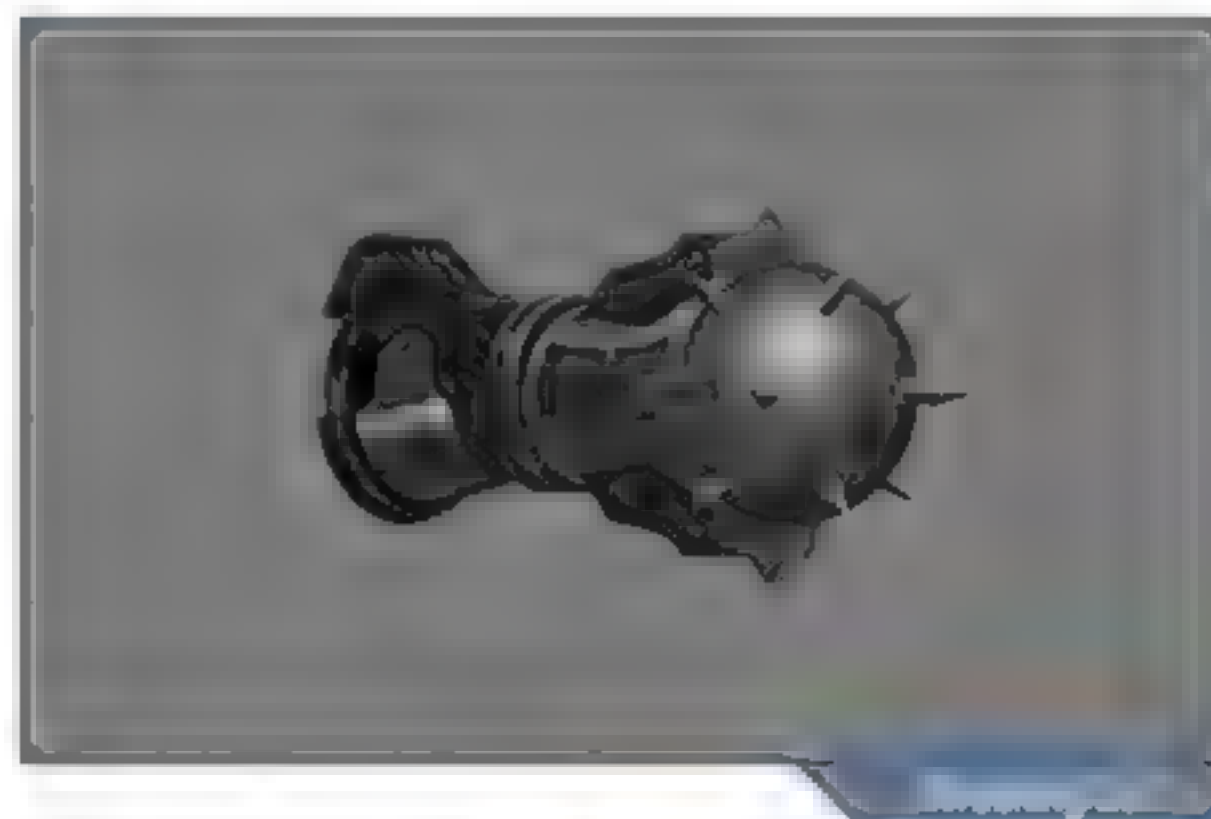
Cloud's Weapons



Nail Bat



Barret's Weapons



Avalanche Members' Weapons



Biggs's Weapon



Wedge's Weapon



Jessie's Weapon

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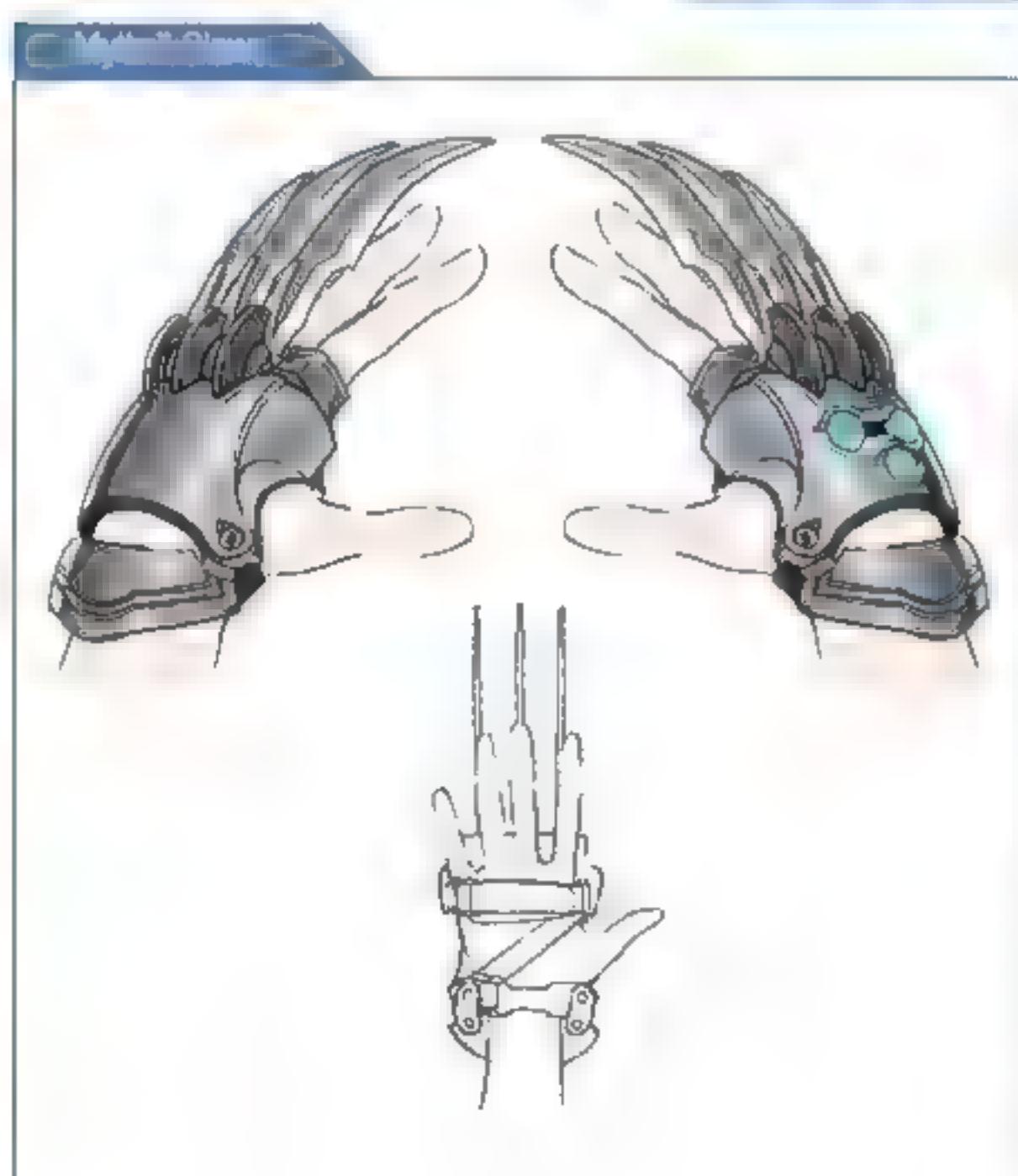
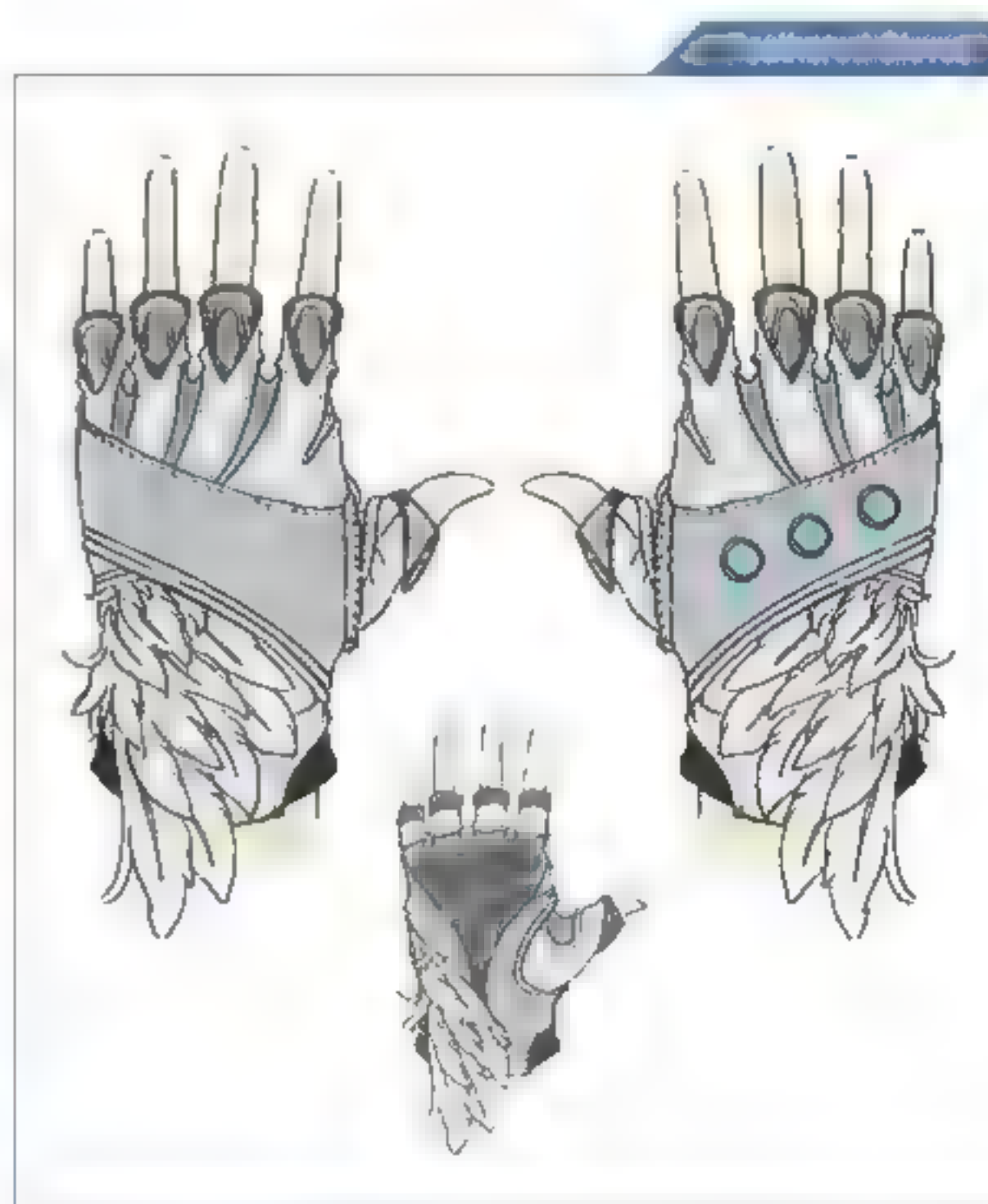
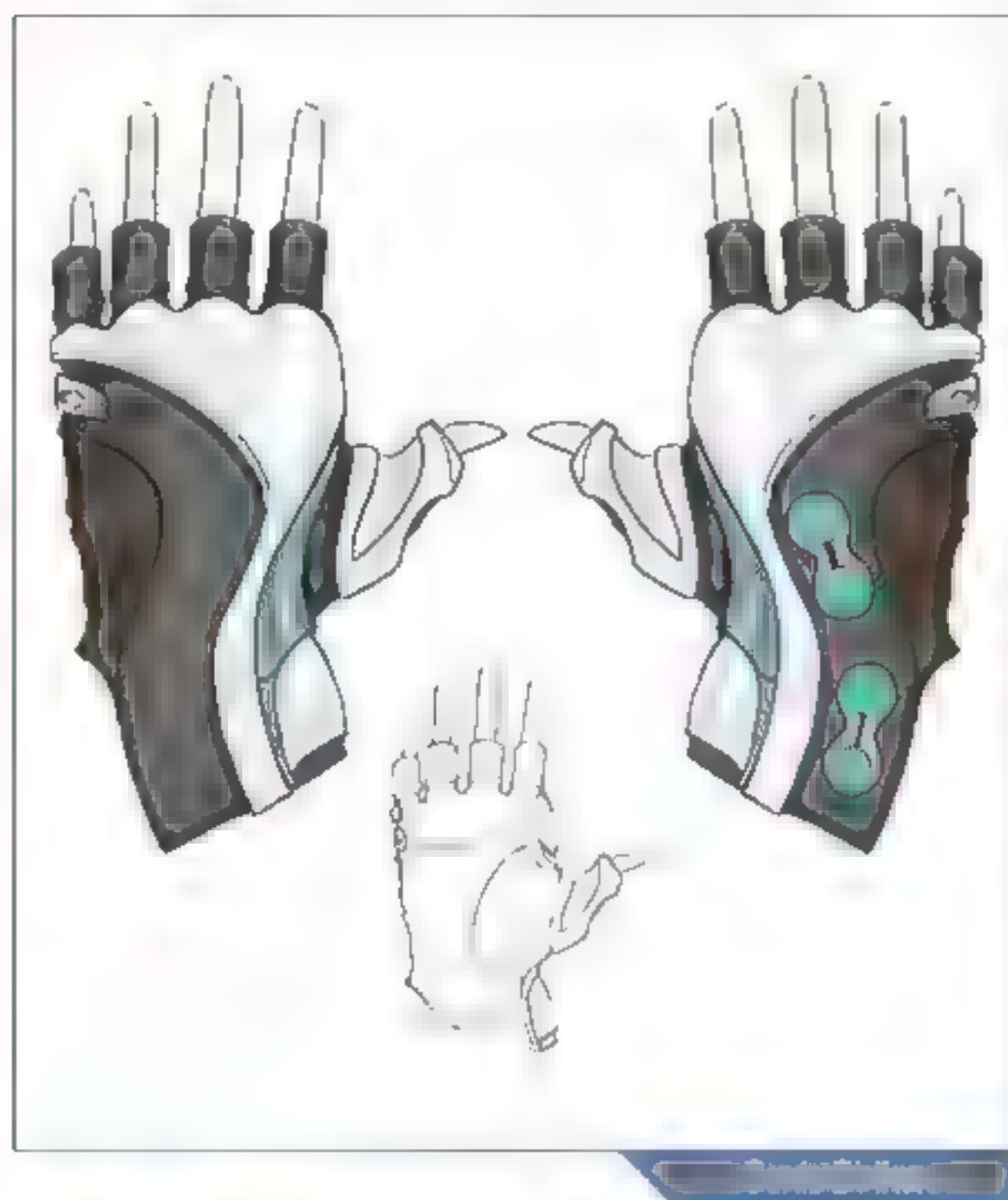
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Tifa's Weapons



Metal Knuckles



Aerith's Weapons



Red XIII's Weapon



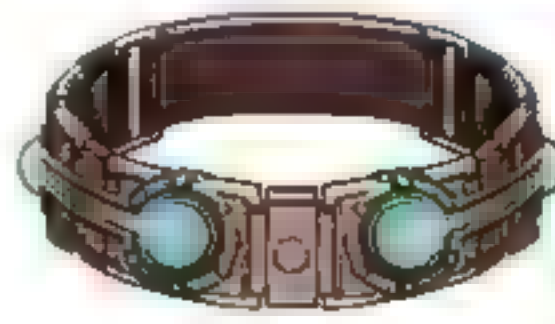
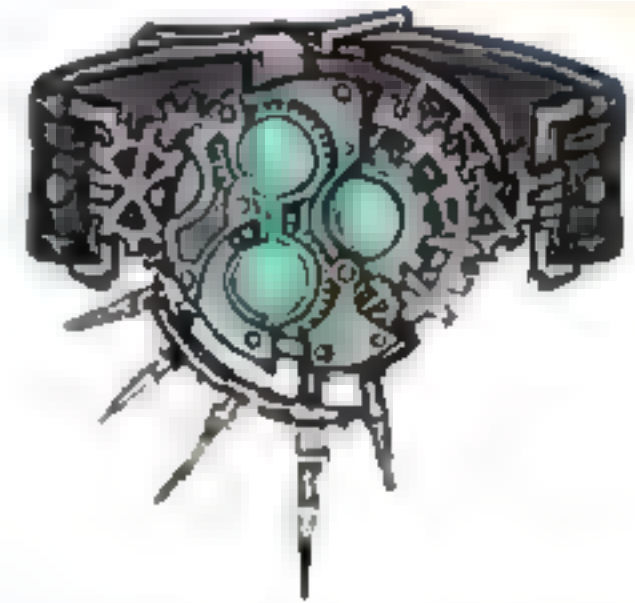
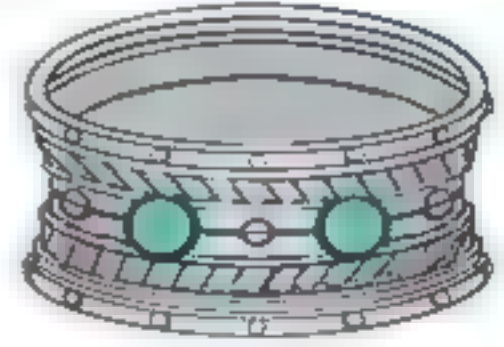
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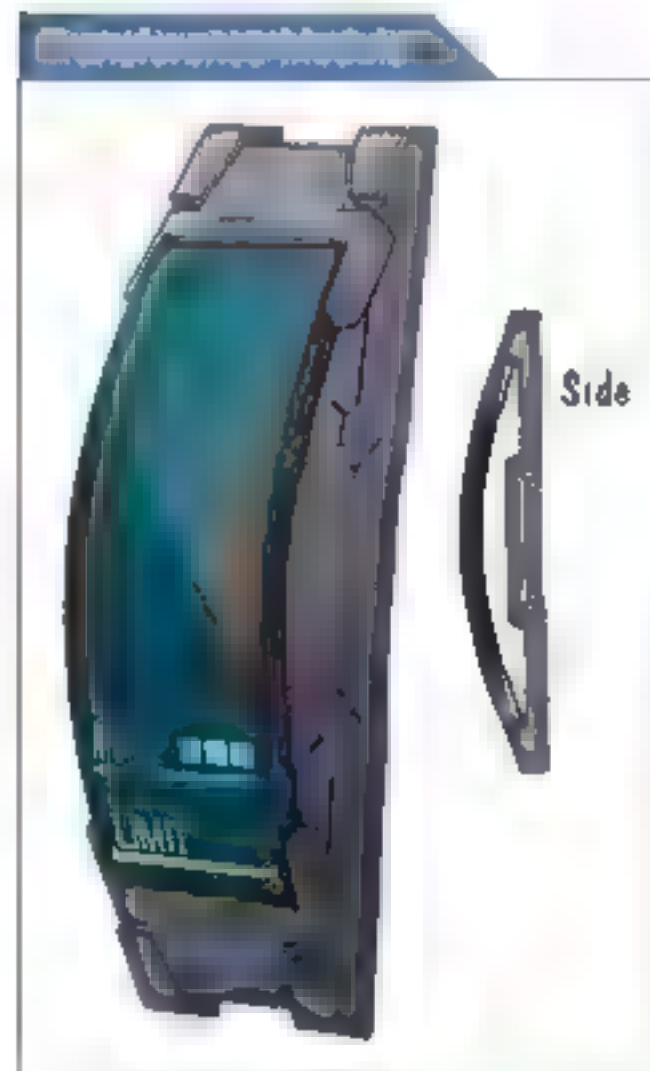
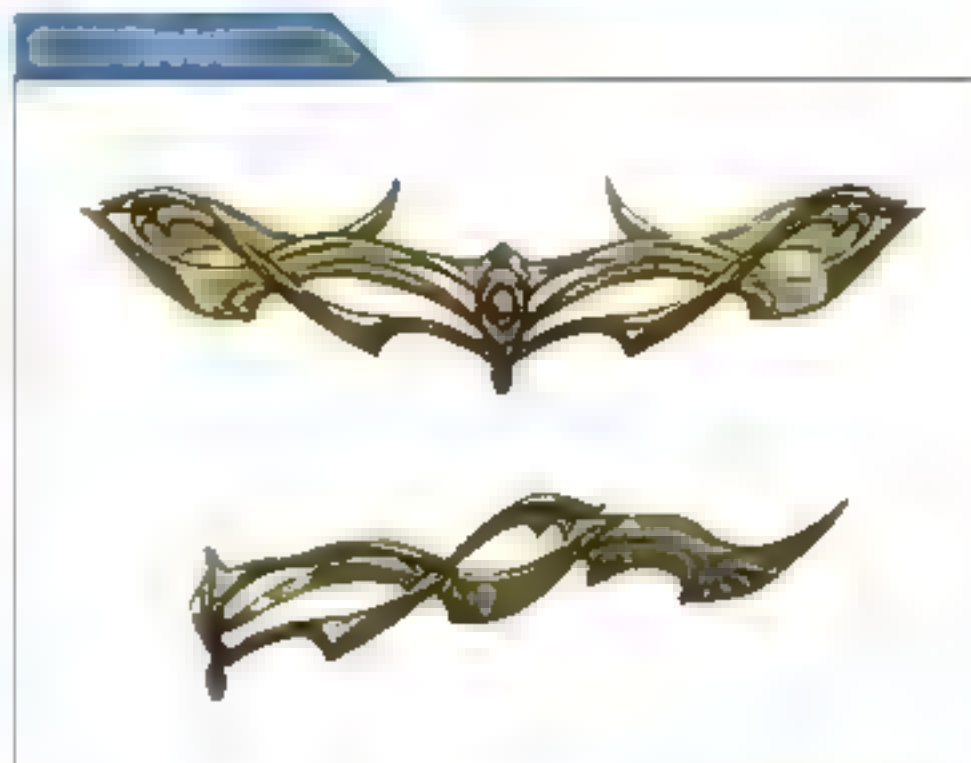
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Armor



Accessories



Key Items



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Key Development Staff Q&A - Part 6



Environment Director

三宅貴子

Takako Miyake

Noteworthy Works

Final Fantasy IX, Final Fantasy X, Final Fantasy X-2, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Kingdom Hearts, Mobius Final Fantasy

Q What sort of work were you in charge of?

A My job was to create backgrounds in 3D. I would get artwork from the art team and story setting information from the scenario team and realize them as solid objects. I would also look at gameplay proposals and come up with places where players could experience that gameplay.

Q What theme would you say ran throughout the entire work?

A The overarching question was "How would Midgar from the original game look if it were a real-life city?"

Q Were there any aspects from the original version that you tried to change?

A We carefully considered which parts were left to the player's imagination back then, as well as which parts occurred offscreen, and came to the conclusion that certain things would need to be drastically rearranged. For example, in this game, the Sector 4 plate interior has been changed into an area where giant lights hang from the plate. This was done as a result of our curiosity about the slums. In the original game, the slums were illuminated from above, which led us to wonder about the lighting situation. When we decided on this configuration where giant lamps light up the slums below, there were all sorts of people who said they'd like to walk around the area. Thus, the Sector 4 plate interior section of this game was born.

Q Which aspects of the original game were you particularly mindful of?

A I think one of the biggest draws of the original version was the way it entertained viewers by creating pictures using a collage of components. Though the illustrated elements didn't mesh well on their own, they combined to form something that was breathtaking and fun just to look at. I was determined that this game should inherit that charm, so while I was focused on portraying things in a consistent, uniform way, I also put emphasis on making irresistible, exciting impressions.

A Secret About the Game Only I Know

If you approach the concrete wall on the second floor of the Mako Reactor 1 station, which is where the gate to the reactor is located, you can find several graffiti pieces thrown up by people who oppose the mako reactors, including "No more lies" and "反对" [lit. "against"]. The writing is rather faded, as Shinra has made efforts to erase the vandalism, but if you strain your eyes, you should just be able to make it out.



Cutscene Director

三宅秀和

Hidekazu Miyake

Noteworthy Works

Final Fantasy VII, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Dissidia Final Fantasy, Mobius Final Fantasy, Einhänder

Q Was there any technology newly introduced for this project?

A We were able to eliminate the black fade-in and fade-out screens before and after event scenes. The process was very technologically demanding considering its less-than-revolutionary payoff, requiring us to reduce load times and ensure uniformity between preceding and succeeding scenes. Therefore, I was surprised by how many people praised the demo version when we showed it off.

Q Which part of your work were you most particular about?

A For the event scenes integrated into boss battles, I aimed to make them short but cool. We were constantly adjusting the content through a long process of trial and error, since expanding the performance would prolong the scene's duration, while shortening it would make it feel unsatisfying.

Q What part of this work are you most eager to have people see?

A I'm looking forward to players discovering Cloud's unexpected talent during the dance scene at the Honeybee Inn. I made Cloud's performance a fusion of combat and dance, humorously choreographing Cloud's reaction to being surrounded by beautiful women. Hopefully I did a good job. In addition to that, there's the scene where Cloud hurls his sword at the window during the escape from the

Shinra Building. I hope players will pay special attention to the sole remaining infantryman's moment of emotional turmoil.

Q Was there any part you were unexpectedly deliberate about designing?

A We've made the execution time for all summons' special attacks roughly equal, meaning players will find no advantage looking for shorter execution periods. As such, please choose which summon to use based on its attack power, affinities, and other attributes.

Q What sorts of challenges would you like to tackle in your next work?

A I was responsible for the Gold Saucer cutscene in the original version of the game, but back then, I was an inexperienced novice who lacked the skills to do the work required of me. I'm grateful for being given the opportunity to take another stab at this cutscene, and I hope to alleviate my regret about failing to accomplish that task so many years ago.

A Secret About the Game Only I Know

Normal games tend to have about 150 high-quality event scenes at most, but we've created nearly 600 such scenes for this game. It was no easy feat making that many scenes without sacrificing their quality.



Lighting Director

山口 威一郎

Iichiro Yamaguchi

Noteworthy Works

Durge of Cerberus: Final Fantasy VII, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Final Fantasy XIV, Final Fantasy XV, Kingsglaive: Final Fantasy XV, Dissidia 012 Final Fantasy

Q What sort of work were you in charge of?

A I mainly worked as director for background and cutscene lighting. My job was to light up our otherwise pitch-black world, bringing out the beauty of environmental backdrops and characters in cutscenes.

Q What things did you bear in mind while doing lighting for this project?

A We were constantly asking ourselves what we should be showing players in each scene. For instance, when lighting the gameplay field, we tried to visually guide players as they explore the area, making changes at key points along the way to hold their attention. With cutscenes, on the other hand, we looked for ways to highlight the characters giving performances, convincingly blending them into their surroundings.

Q Which part did you struggle with the most?

A The light sources were very processing-intensive, and we struggled adjusting them till the end. In addition to light sources used on the gameplay field, there was also dedicated lighting for the cutscenes, and it was tricky striking a balance between the two.

Q What things were you mindful of while trying to recreate the atmosphere of the original game?

A Using *Final Fantasy VII*'s theme color—green—as a basis, we tried to enrich the game's hues. We initially determined the color of the game's light-sources based on real-world lighting, but the palette ended up looking too realistic. So, we turned to the original game's color tones for reference and came up with something that gave a slightly unreal impression.

Q Are there any stand-out memories you have from the development process?

A I have fond memories of the industrial district in Kawasaki and the underground discharge channel in Saitama, where I went with the staff of the environment team to take photos for our archives. The photos we took on those trips were later used as reference when we did the lighting for places like Mako Reactor 1, the underground waterway, and the Sector 7 support pillar.

! A Secret About the Game Only I Know

We noticed toward the end of development that all of the mako reactors were labeled "Mako Reactor 1" when viewed from beneath the plate, so we stealthily swapped in the right numbers. However, not all of them were fixed in time, and some wound up being handled as bugs, but we made sure to fix every reactor in the end.



Lead UI Artist

廖 雪惠

Hsueh Hwei Lian

Noteworthy Works

Mobius Final Fantasy

Q What sort of work were you in charge of?

A I created and implemented the designs and animations for the overall user interface. In addition to that, I also designed the displays for the screens in the mako reactors and Shinra Building, as well as the signboards in Wall Market.

Q What things did you bear in mind while designing the user interface?

A In order to immerse players in the world of Midgar, we decided to go with a minimal, unembellished UI on the gameplay field. "Simplicity," "translucence," and "depth" were the three core concepts behind this game's UI. That said, "fantasy" imagery is a crucial component of the series, so on top of our simple feel we incorporated elements that feature in the story: the planet, the Lifestream, light, and shadow.

Q Which part did you struggle with the most?

A It was hard making the windows look transparent while keeping the text easy to read. The brightness of the background varies from location to location, and there are also intense effects going on during battle, so we slowly made adjustments, double checking things looked okay in a variety of scenarios.

Q It must have been difficult supporting multiple different languages.

A It was tough work designing a UI whose balance wouldn't be broken by any one language. Since the game was set to be released simultaneously worldwide, we had the localization department cooperate with us starting early on in development, carefully checking things like character count and grammatical composition for each language displayed.

Q Which aspects of the original game were you particularly mindful of?

A Capturing the nostalgia of those blue windows on the main menu screen. Our goal was a more refined, mature design that evolved that sense of nostalgia to match the growth players [of the original game] have undergone.

! A Secret About the Game Only I Know

Though this game doesn't feature the save points that show up in the original version, we did fashion the icon in the top-left corner of the save screen to resemble one (see p. 718). Also, the ☒ kanji [meaning "ill omen" or "doom"] shown during Cloud's Cross Slash limit break, as well as the characters on the hanging scrolls in Wall Market, were painted by a UI staff member particularly skilled at calligraphy.

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Art Gallery

Key Development Staff Q&A - Part B



Lead Cutscene Artist and Motion Capture Director

作山 豪

Go Sakuyama

Noteworthy Works

Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Final Fantasy XIV, Final Fantasy Type-0, Dissidia Final Fantasy NT, Dragon Quest X, The 3rd Birthday, NieR

Q What did you look out for when recreating events from the original game as cutscenes?

A I was careful not to be overly obsessive about parts reproduced from the original version. Things are presented much more realistically in this game than they were back then, and any oddities in the characters' motions would be very conspicuous. Therefore, I tried not to stubbornly adhere to the image of the original but to maintain what I could, carefully creating scenes that didn't feel out of place.

Q How did you go about your work?

A Roughly 90% of the main characters' movements were done using motion capture. In order to recreate the feel of the original game, we carefully produced each motion in consultation with the actors performing them. The actors involved with this game are truly great performers, and had no trouble clearly communicating their opinions. I think we made a great team founded on mutual trust and understanding.

Q Was there any cutscene you particularly liked?

A I'd say the scene in Corneo's mansion at the end of Chapter 9. For Corneo's motions, we asked the actor to give a kind of revolting performance that would raise players' eyebrows. Actually, the actor who plays Cloud was also responsible for doing Corneo. I was really surprised by his

range of performance, nailing both Cloud's coldness and Corneo's hot temper.

Q Are there any stand-out memories you have from the development process?

A There were over a hundred motion capture recording sessions, so we'd do two or three per week and each time get together over drinks for a "retrospective." Those were important occasions where we'd discuss acting and directing and exchange opinions, but it was rough doing that every time. I took to saying, "We'll either succeed or lose our livers trying!"

A Secret About the Game Only I Know

During development, the staff would always get encouragement from videos and messages related to *Final Fantasy VII Remake*. Whenever a new promotional video was released, I'd feel energized watching audiences around the world react. There were even people who cried watching the ads and trailers, which deeply inspired me.



Senior Assistant Producer

渡邊 勇磨

Yuma Watanabe

Noteworthy Works

Final Fantasy XIV, Mobius Final Fantasy

Q What sort of work were you in charge of?

A In addition to acting on orders from Producer [Yoshinori] Kitase, I was also responsible for coordinating and managing the progress of PR-related development aspects. At the same time, I cooperated with the domestic and international marketing team to implement a variety of promotional strategies. A good example would be the various promotional videos and television commercials we produced. I managed the scheduling for those videos and even did some of the shooting and editing.

Q Did you struggle at all with the simultaneous worldwide release?

A Concurrent releases meant we had to do everything we could to convey information about our product simultaneously to a worldwide audience. Not only did we have to account for whatever national holidays and events were going on, we also had to disseminate information in ways that complied with each country's laws and culture. Needless to say, we encountered numerous difficulties trying to advertise the quality of our game. But when we saw how pleased fans were and how people who normally didn't play games became interested, all our hard work suddenly felt worth it.

Q Are there any stand-out memories you have from the development process?

A We had a generally easy time deciding what to include in the promotional material we distributed to various media outlets. It was only when it came to Jessie that we had some issues. Jessie is a very charming character, what with her bright, energetic behavior that sometimes gives way to a more independent, professional side. Everyone on the development staff liked Jessie. Someone would say, "Let's have Jessie look really perky!" to which someone else would respond, "No, no, what Jessie really needs in *Final Fantasy VII Remake* are these pained, wistful expressions!" It was amusing to watch grown adults passionately debating what kind of faces Jessie should be making.

A Secret About the Game Only I Know

As part of the promotional video to be shown at E3 [one of the world's biggest gaming events] 2019, we had to shoot a scene where Cloud and Tifa fight Sahagin in the underground waterway. However, in order to film that scene, we had to get past the drainage pump puzzle. Unfortunately the prototype puzzle was way more difficult than it had any right to be, and it took a while before anyone could get the footage we needed [laughs].



FINAL FANTASY VII REMAKE

七

ENEMY

エネミー

FINAL FANTASY VII REMAKE ULTIMANIA



Sound Director

伊勢 誠

Makoto Ise

Noteworthy
WorksFinal Fantasy VII: Advent Children, Final Fantasy IX, Final Fantasy XII, Final Fantasy XIV, Final Fantasy Type-0,
Final Fantasy Crystal Chronicles Series, Final Fantasy Brave Exvius, War of the Visions: Final Fantasy Brave Exvius

Q Which part of your work were you most particular about?

A In the original version of the game, there were many scenes where the same background music would repeat on loop. Similar BGM tracks do still play during certain events in this game, but their composition changes depending on what situation the player finds themselves in—moving through the gameplay map, fighting a battle, or viewing a cutscene. This lends a greater sense of immersion to the game and keeps players from getting bored with the production. I'd say that was the part I obsessed over the most.

Q Was there any technology newly introduced for this project?

A We had all sorts, but the most effective was a system that automatically adjusted environmental sound quality based on what was going on in the vicinity, as well as a system that automatically produced character-related sound effects. Implementing these features had a major impact on how efficiently we were able to do our work.

Q Was there any sound effect you particularly liked?

A I love everything about Tifa's sound effects. I reworked them several times in consultation with the sound staff, and feel like we were able to deliver exhilarating sounds with a one-on-one fighting game vibe.

Q Are there any stand-out memories you have from the development process?

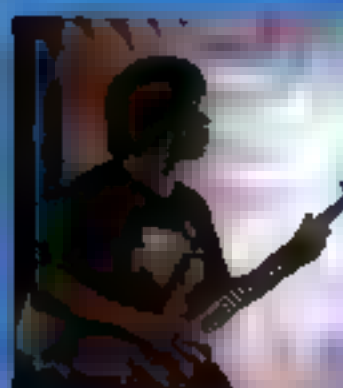
A There was one day toward the end of development where I left Cloud walking in circles and headed home for the night, all in an attempt to investigate a sound bug. When I got to work the next day, I found that another bug had caused Cloud to turn sideways and float upward so that he was pacing around in midair, which had me howling with laughter. I of course got in touch with the staff responsible, who saw to it that the bug was fixed.

Q What part of this work are you most eager to have people hear?

A It's a little hard to notice, but I'd say the sound effect that plays when you enter wait mode during battle. It's quite interesting to experience the real-time actions play out in slow motion, so I'd suggest players lower the BGM volume to zero and give it a try.

! Secret About the Game Only I Know

I wanted the sound for the opening cinematic to have the same flow as it did in the original version, but seeing the movie in its initial stages, I worried it would be hard to execute without expanding the musical track. Therefore, I had them alter how the movie was cut. What resulted was the opening cinematic we have today.



Music Supervisor

河盛慶次

Keiji Kawamori

Noteworthy
Works

Final Fantasy VIII, Final Fantasy X, Final Fantasy XIII, Kingdom Hearts III

Q What sort of work were you in charge of?

A I was responsible for directing and ordering materials for background music, as well as implementing the music into the game.

Q What was the concept behind this project's music?

A When arranging music from the original game, we strove to make something worth listening to by modern standards that also retained the quality of the original track. We were very particular about producing music that would sound good both to fans who played the original game and newcomers for whom *Remake* is their first contact with *Final Fantasy VII*.

Q Were there any requests you received from the directors?

A We were ordered to make the music flow with as little interruption as possible and to ensure seamless transitions that match how players control the game.

Q Was there any song you particularly liked?

A I suppose the opening song. Maybe it's just the power of the graphics and my own sentimental memories of the original, but when that title logo appears and the horn melody comes in, I can't help but get choked up.

Q Which part did you struggle with the most?

A There's a silent scene that plays between the opening cinematic and the start of the Mako Reactor 1 bombing mission in this game, whereas in the original version, the music transitions without interruption. And this scene wasn't the only case like that. We went back and forth and struggled with all sorts of different approaches trying to determine whether it would be better to change how the BGM plays and the scene is performed or if we ought to just leave it like it is in the original game.

Q What part of this work are you most eager to have people hear?

A This doesn't exactly answer the question, but with cutscenes where events may unfold differently, we've provided different BGM for each of those possible developments. Even if you've already seen an event scene once, you can still have fun watching an alternative outcome and comparing the music that plays.

! Secret About the Game Only I Know

It might be hard to notice considering there can be multiple arrangements of a single song, but if you include all the thematic variations, this game has been scored with over 300 different tracks.



Movie Director

生守一行

Kazuyuki Ikumori

Noteworthy Works

Final Fantasy VII, Final Fantasy VII: Advent Children, Final Fantasy VIII, Final Fantasy IX, Final Fantasy X, Final Fantasy X-2, Final Fantasy XI, Final Fantasy XII, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Final Fantasy XIV, Final Fantasy XV, Dissidia Final Fantasy, Kingdom Hearts III

Q What things were you particular about when remaking the opening cinematic from the original version of the game?

A We wanted to preserve the image of the original version as much as possible while also imparting a sense of how people dwelling above the plate live their day-to-day lives.

Q What things did you bear in mind while working on this title?

A We always made sure to be respectful of the original version while producing our new work. For instance, when we were creating 3D models for Cloud and his teammates, we were careful not to alter any character's overall image even as we updated their original design with something more realistic looking. With Aerith in particular, it was very difficult to maintain the balance of her facial structure while depicting it more realistically. We also had to recreate characters' outfits numerous times in order to achieve a realistic look that didn't sacrifice their characteristic contours.

Q Which part took the most time to create?

A That would be the full zoomed-out shot of Midgar. Thanks to the incredible amount of effort all our staff put into building out Midgar, the amount of data it comprised was colossal, and processing for the [opening] cinematic slowed to a crawl, making it a real struggle to finish.

Q What part of this work are you most eager to have people see?

A We were very meticulous with our work on all sorts of scenes, so I'd love it if players could take the time to watch everything.

Q What sorts of challenges would you like to tackle in your next work?

A I'd like to try my hand once more at a full-length feature like *Final Fantasy VII: Advent Children*.

A Secret About the Game Only I Know

Midgar has been created a number of times, not only in the original game but across the compilation titles. Its size varies with each title it appears in: in the original version, it's about the same height as the Tokyo Tower [333 meters], while in *Remake* it's roughly as tall as Skytree [634 meters]. Incidentally, its largest iteration to date can be found in *Final Fantasy VII: Advent Children*. If we'd kept Midgar the same size as it was in the original game, it would have vanished into the distance within a matter of seconds when Cloud rode out on his motorcycle. Therefore, we made it absolutely massive so that it would always be looming in the distance no matter how fast and far he rode.



VFX Supervisor

桑原 弘

Hiroshi Kuwabara

Noteworthy Works

Final Fantasy VII: Advent Children, Final Fantasy VIII, Final Fantasy IX, Final Fantasy X, Final Fantasy XI, Final Fantasy XII, Deus Ex, Hitman

Q What sort of work were you in charge of?

A I was mainly responsible for managing the movie production team.

Q Which part did you struggle with the most?

A It's got to be the opening cinematic. Over twenty years have passed since the original version of the game, and players' memories of it have no doubt fermented and intensified in that time. As this game is not merely a remake but a major event in *Final Fantasy VII*, we felt that simply recreating it shot-for-shot with the latest technology would fall short of the impression we wanted to give. If, on the other hand, we tampered with things too much, we'd run the risk of tarnishing players' cherished memories. So, we were very anxious about maintaining that balance. It was especially difficult doing the camerawork that starts with Aerith standing on the street corner, extends through the title logo reveal, and ends with the train's arrival at the platform. That segment involved more trial and error than any work we'd done up to that point. Though, when someone who wasn't involved looks at the finished cinematic, they might wonder what on earth we were so worried about [laughs].

Q Was there any effect you particularly liked?

A I liked the particles of mako suspended in front of Aerith during the opening cinematic. They have this very ephemeral quality.

Q Are there any stand-out memories you have from the development process?

A During the prototyping stage of the opening cinematic, we tried to convey mako's ubiquitous application in everyday life by attaching mako energy modules to things like coffee makers, vending machines, and children's bikes. We ultimately ended up rejecting this approach, but lots of questions were raised around it. "Would the bikes be like e-bikes [sports bikes with electric assist functionality]?" "Would [mako] be safe to use at the level of consumer electronics?" It feels like such a long time ago that we were discussing those kinds of issues quite earnestly....

A Secret About the Game Only I Know

If you look closely, you may notice that Midgar's plate in the opening cinematic is larger than it was in the original version. I believe it is in fact 1.5 times larger in diameter. At one point it was going to be twice as large, but we figured that was overdoing it, and scrapped the idea.

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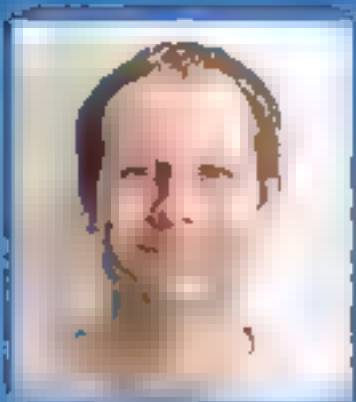
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Key Development Staff Q&A - Part 7



English Translator

セイビン ベン

Ben Sabin

Noteworthy Works

Final Fantasy XI, Dissidia Final Fantasy NT, Star Ocean: Integrity and Faithlessness, Star Ocean: Anamnesis

Q What sort of work were you in charge of?

A As head of the English team, I was responsible for all work related to the English translation. In addition to translating dialogue and help text, helping select voice actors for the English version, and attending recording sessions, I supervised the English writing on signs and billboards and provided translated lyrics for songs used in the game.

Q Was there any line of dialogue you particularly liked?

A I like the "Get help" [lit. "Go to the doctor"] line Cloud says in Chapter 1. I'm fond of it not only because it's the first really humorous line of the game, but also because it shows us a cheekier, more youthful Cloud than we've seen thus far in other *Final Fantasy VII*-related works.

Q How did you handle the game's unique *Final Fantasy VII* feel?

A With a mixture of serious parts and parts that are full of comedy. While the story unfolds as a fight against a corporation damaging the planet's life, the English version retains a sense of humor, be it in Cloud's dance off at a nightclub or Barret's slow descent into madness as he climbs the Shinra Building's emergency stairwell.

Q Are there any stand-out memories you have from the development process?

A It was after we recorded the English voices for the scene at the very beginning of Chapter 14, where Cloud has a conversation with Aerith when she's supposed to be inside the Shinra Building. Aerith's voice actress came over to me and said, "I was holding back tears the whole time I was performing. People playing the game will definitely be moved." It was the highest praise the English team could have received.

Q What part of this work are you most eager to have people see?

A I hope players will keep an eye out for the graffiti in Corkscrew Tunnel and the messages displayed on the terminal at the top level of the Sector 7 support pillar. They may be staid and rather straightforward, but we made sure to present them in idiomatic English.

A Secret About the Game Only I Know

The voice actor who plays Kotch was also supposed to voice one of the lackeys who shows up in the scene where Cloud and Aerith pass out after inhaling gas in Corneo's mansion. However, that scene plays very close to a scene featuring Kotch, so we had to re-record the lackeys' lines with a different voice actor.



Lead Localization Project Manager

上田訓子

Noriko Ueda

Noteworthy Works

Final Fantasy Explorers, World of Final Fantasy, Kingdom Hearts HD 2.5 Remix, Kingdom Hearts III

Q What sort of work were you in charge of?

A I was responsible for managing the production progress of the overseas versions of the game. My main duties included translating the game into 10 languages aside from Japanese, recording voices for each of those languages, managing scheduling and budgeting for the overseas versions, and facilitating coordination between translators and the development team.

Q Did you find that certain languages were harder to translate into than others?

A The localization staff poured their hearts and souls into meticulous translations so that players can experience the same emotion, surprise, and enjoyment as the Japanese version no matter which language they play in. This was no easy feat with a simultaneous worldwide release, however. The German and French voices especially required a lot of time-consuming adjustment, as they had to match the mouth movements of the Japanese version's cutscenes. The German and French translators all had a hard time producing context-sensitive translations that accounted for mouth movements, speech duration, pauses, and facial expressions.

Q Which part did you struggle with the most?

A Things like world setting, dialogue, and game specifications were all created based on the Japanese version, which was continually being developed and

tweaked even as we worked on the overseas versions. It was nearly impossible keeping up with these wide-ranging changes while simultaneously staying on track with the overseas versions.

Q Are there any stand-out memories you have from the development process?

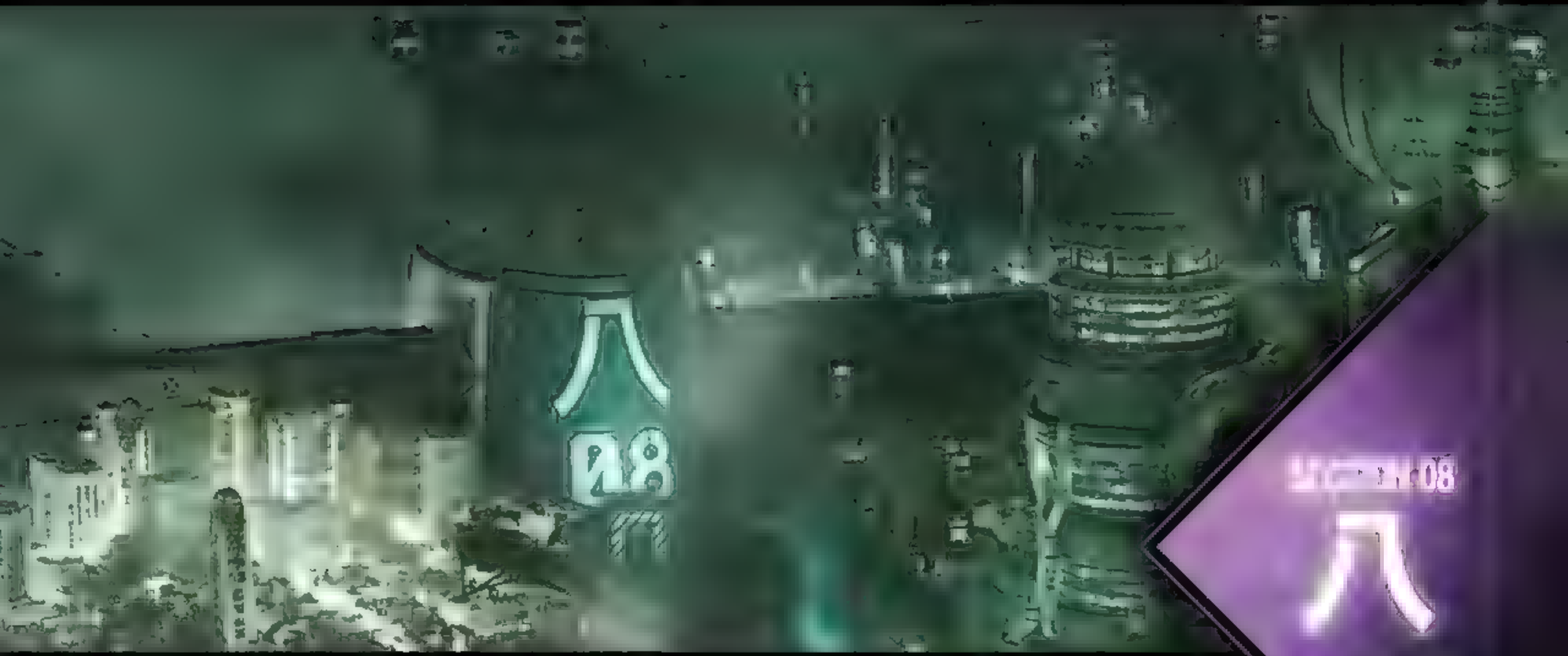
A During the early stages of development, the translators recorded placeholder voices for the main characters, which they used for testing purposes. There was a close call with Barret's line at the very beginning of the game—"Get down here, merc"—which we only just managed to replace with the correct voice right before the prototype version was finished [laughs].

Q What part of this work are you most eager to have people hear?

A You can switch to English dubs in the Japanese version of the game, so please try playing with both for comparison. I think the English voices turned out every bit as good as the Japanese ones!

A Secret About the Game Only I Know

We chose the signature on Jessie's father's Shinra employee ID badge by voting for which one to use from multiple signatures written by all the members of the localization team.



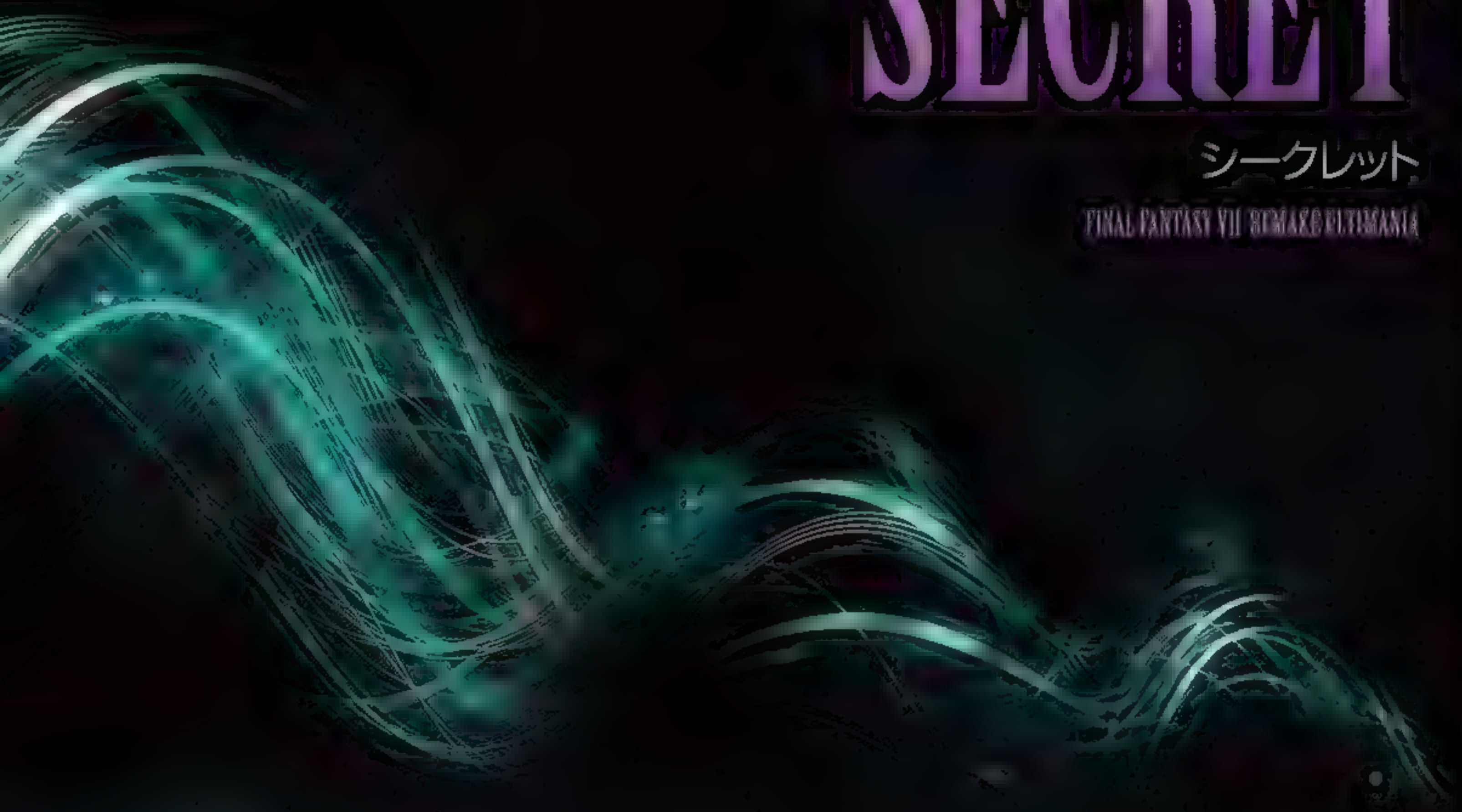
シークレット 八

八

SECRET

シークレット

FINAL FANTASY VII REMAKE ULTIMANIA





System & Event Secrets

No. 1

Replay the game to fully complete the Play Log

PLAY LOG

After completing Chapter 18 and reaching the game's ending, the "Play Log" and "Chapter Selection" options will appear in the "System" section of the main menu. On the Play Log screen, you can check your completion progress for the 15 entries shown in the table below. Most of these entries cannot be fully achieved without using Chapter Selection, so make sure to replay each chapter in order to complete them.

Entries Whose Completion Progress Can Be Checked in the Play Log

| Completion Progress | Page Range |
|--|------------|
| Battle Intel Reports Completed | P.424~426 |
| Comeo Colosseum Challenges Completed | P.444~446 |
| Shinra Combat Simulation Battles Completed | P.455~457 |
| Odd Jobs Completed | P.406~423 |
| Enemy Intel Collected | P.526~689 |
| Enemies Assessed | P.526~689 |
| Weapon Abilities Learned | P.85~109 |
| Enemy Skills Learned | P.115 |
| Manuscripts Obtained | P.508~509 |
| Music Discs Collected | P.427~429 |
| Cloud's Dresses Obtained | P.697 |
| Tifa's Dresses Obtained | P.697 |
| Aerith's Dresses Obtained | P.697 |
| Chapter 14 Resolutions Witnessed | P.695 |
| Chapters Cleared on Hard Difficulty | P.184~402 |



← The "Chapter 14 Resolutions Witnessed" entry refers to the event scenes that play at the beginning of Chapter 14. Depending on things like quest completion status, you'll end up viewing any of the three different scenes listed on [p. 695].

No. 2

Changing the Language setting also changes the ending!

Language Setting

Inside the game, if you open the main menu and select "System" then "Options" then "Language," you'll be able to change the language of the dub to English. If you change the voice language to English, not only will characters now speak in English (though subtitles will remain in Japanese, but the game's ending will also be slightly altered. The voice cast shown during the staff roll will change to the English version's voice actors, and Japanese translations of the lyrics will no longer be displayed.



↑ The names of the Japanese voice actors scroll down the screen and Japanese translations of the lyrics are shown at right.



↑ The names of the voice actors change to their English counterparts and Japanese translations of the lyrics are no longer displayed.

No. 3

The person you speak with during the "resolution" scene is determined by their favorability level toward Cloud

Favorability Levels

During the "Resolve" section of Chapter 14, you'll come out into the garden by Aerith's house and have a conversation with either Tifa, Aerith, or Barret (see p. 338, Step 1). Which of the three you talk to at this point is determined by Tifa and Aerith's favorability level toward Cloud

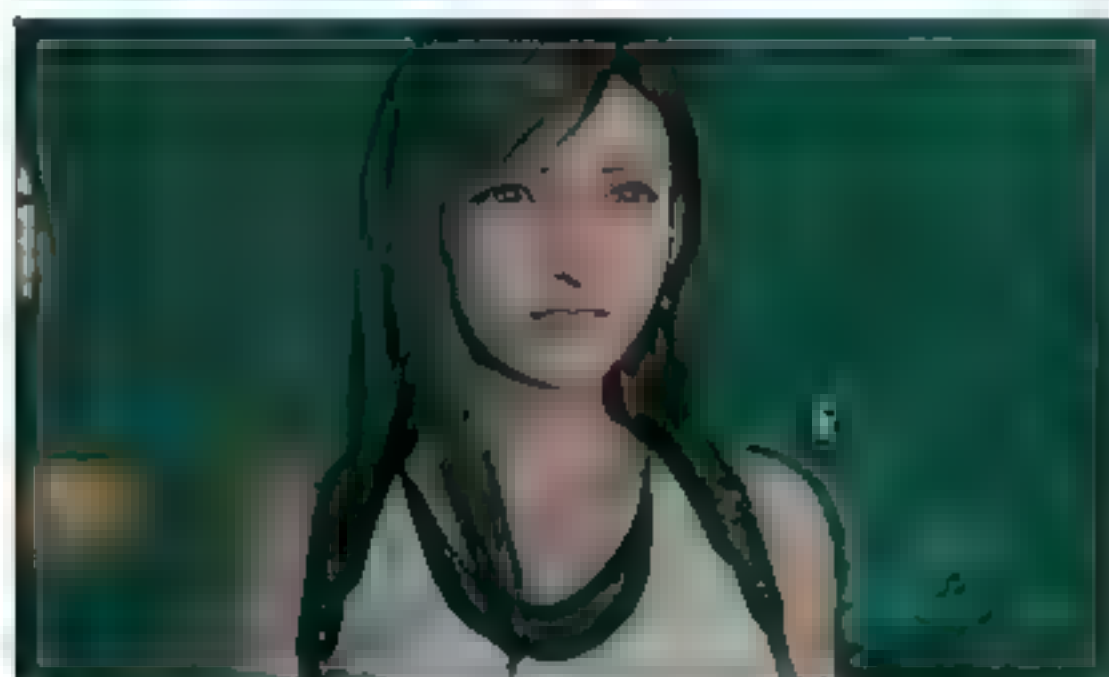
Though these favorability levels aren't displayed as numbers on the screen, they increase when you take certain actions listed in the table to the right. Depending on whose favorability level is higher, either Tifa or Aerith will appear in the garden by Aerith's house. However, if neither has a favorability level greater than 5, Barret will appear in the garden instead.

Actions That Increase Favorability Levels Toward Cloud

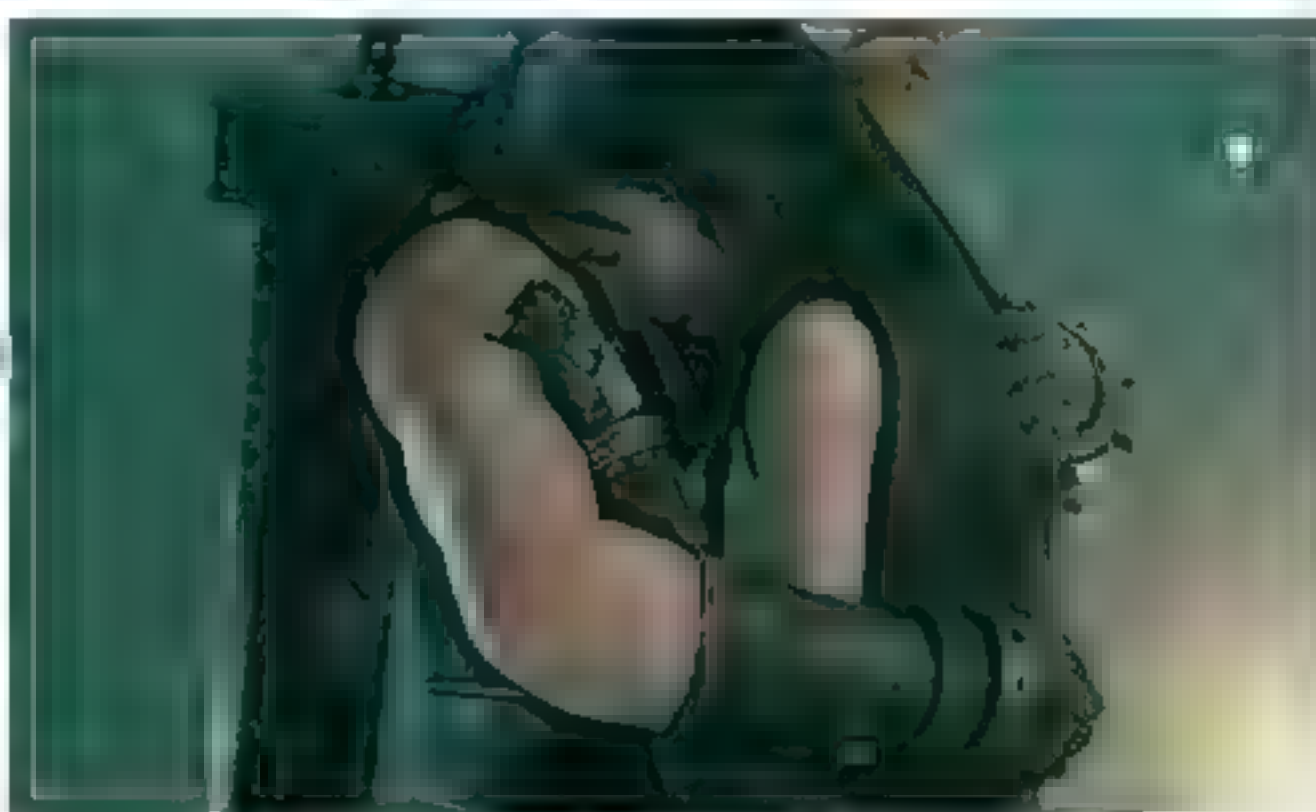
| | | Tifa | Aerith |
|---|--------|--------------|--------------|
| Completing a quest during Chapter 3 | | +2 per quest | — |
| Completing a quest during Chapter 8 | | — | +2 per quest |
| Approaching either Tifa or Aerith first and calling out to them immediately after the start of Chapter 10 | Tifa | +1 | — |
| | Aerith | — | +1 |

※ If you'd like to change the person you speak with, you can use Chapter Selection to re-complete the chapter you wish to change favorability levels in and then begin Chapter 14

Resolve



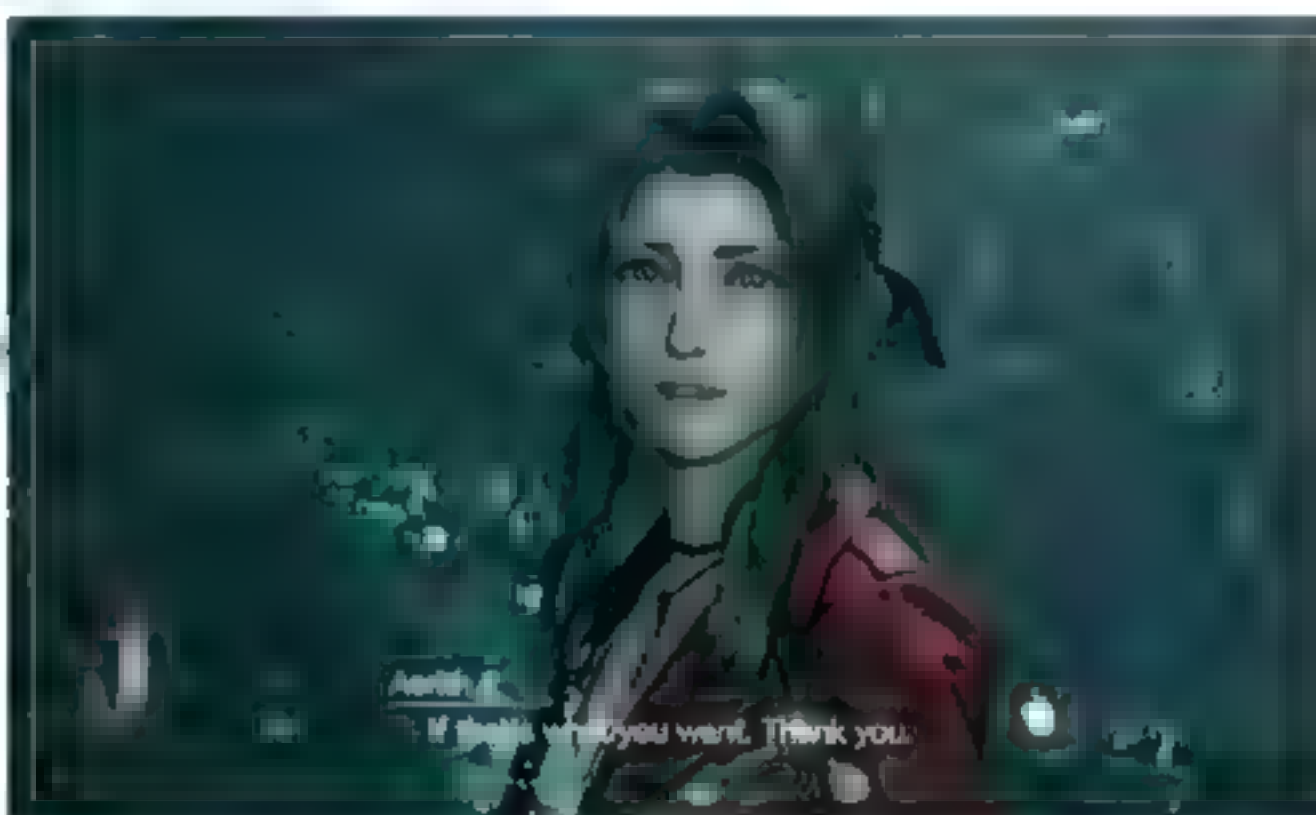
↑→ After losing both her home and her business in the plate collapse Tifa is overwhelmed by grief as she talks to Cloud



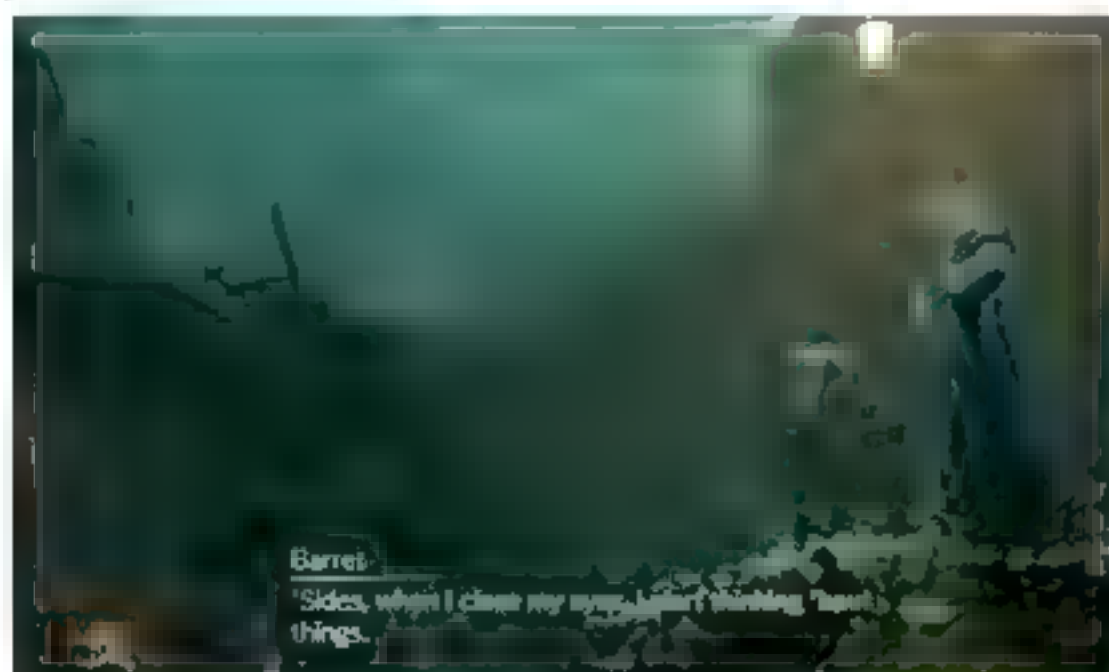
Resolution



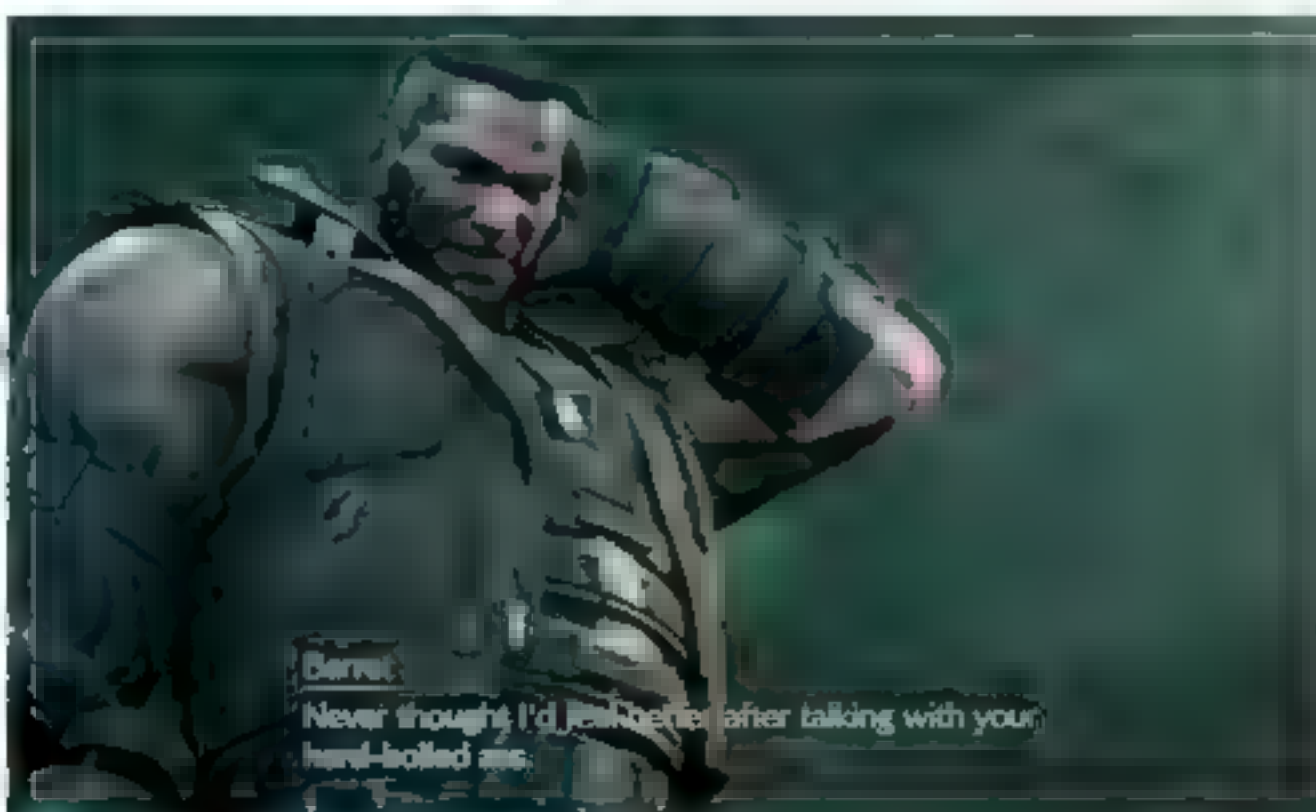
↑→ Aerith appears before Cloud despite supposedly being held captive by Shinra. She tries to communicate something to him, but



Barret's Resolution



↑→ Barret, who usually has nothing but insults for Cloud, opens up about his Avalanche comrades with a solemn look on his face

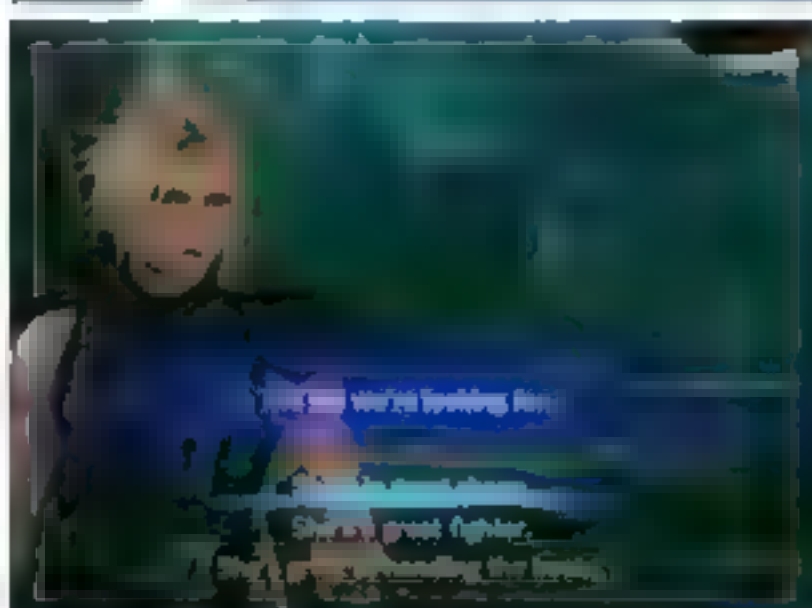


During the "Parting Ways" section of Chapter 9, you'll be given a list of tasks by either Sam or Madam M that determines which quests you can take on. Which Trio member assigns you these tasks is influenced by the options you choose while exploring Wall Market. More specifically, when you select certain options, points are invisibly added to Sam or Madam M's total. Whoever has

the most points at the end will be the one to assign your list of tasks. Options are displayed during the following seven scenes, so if you'd like to tackle a particular quest, be sure to choose options that increase the points for whichever Trio member assigns the corresponding task list.

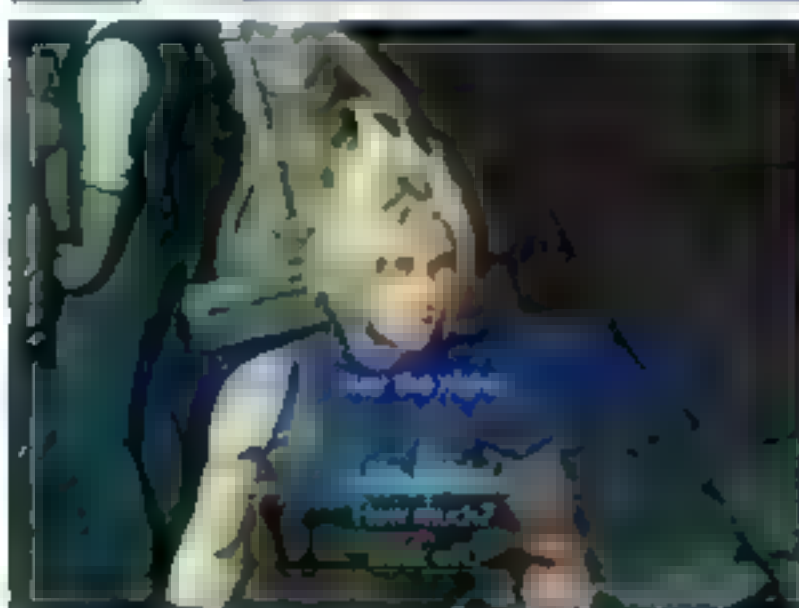
Scenes Where Options Are Displayed While Exploring Wall Market

Scene #3 When Sam asks about Tifa's defining characteristic during "Chasing Tita"



| | |
|------------------------------------|------------|
| She's in great shape. | Sam +1 |
| She's a great fighter. | (None) |
| She's great at handling the books. | Madam M +1 |

Scene #4 When speaking to the barker at the inn



| | |
|----------------|------------|
| ...No, thanks. | Sam +1 |
| How much? | Madam M +1 |
| Back off. | (None) |

Scene #5 When talking to Johnny during the "Vagabond Johnny" Discovery



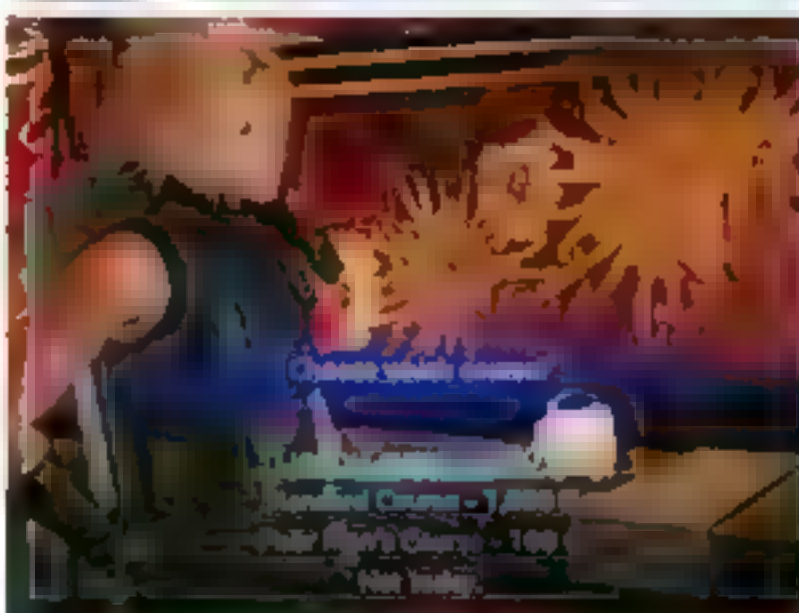
| | |
|------|--------|
| Yeah | Sam +1 |
| No. | (None) |

Scene #4 When prompted to call a coin toss during "The Trio - Sam"



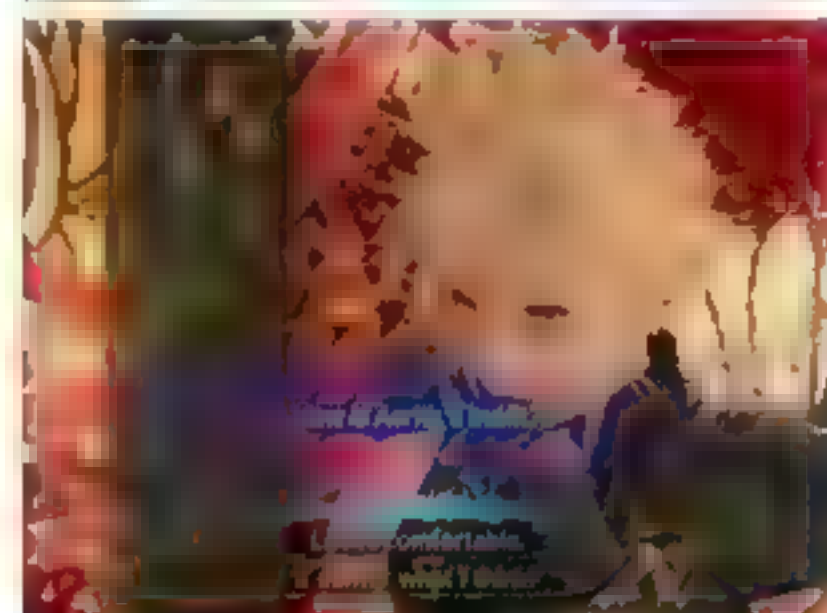
| Options | Points Earned |
|---------|---------------|
| Heads | Sam +1.5 |
| Tails | Sam +1 |
| No deal | Sam +0.5 |

Scene #5 When choosing a hand massage course during "The Trio - Madam M"



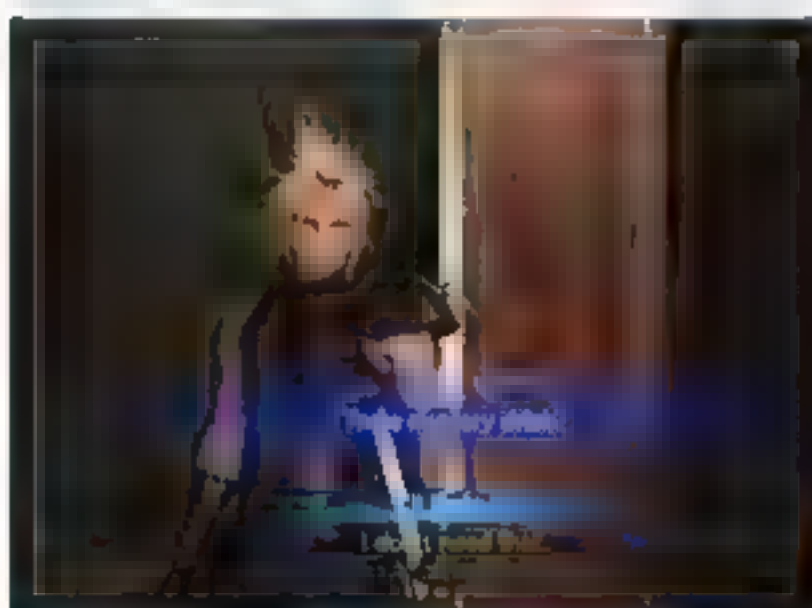
| Options | Points Earned |
|---------------------------|---------------|
| Luxury Course - 3,000 G | Madam M +2 |
| Standard Course - 1,000 G | Madam M +1 |
| Poor Man's Course - 100 G | (None) |
| Not today | (None) |

Scene #6 When asked by Aerth for an opinion on her clothes during "Madam M's Desire"

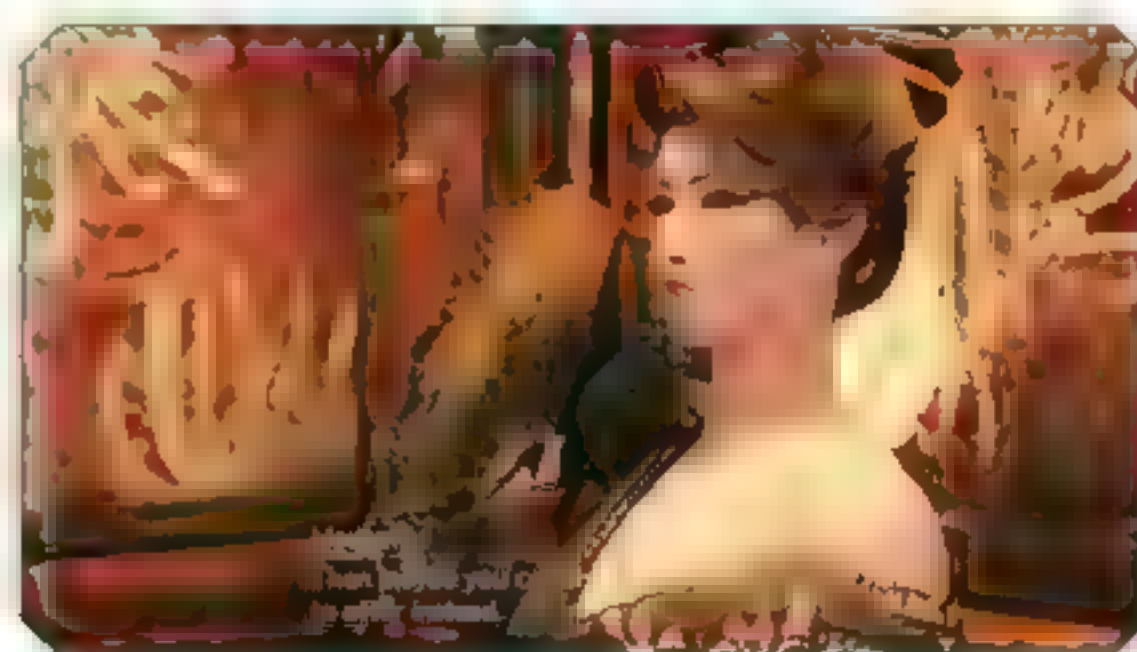


| Options | Points Earned |
|-------------------------|---------------|
| It's alright | Sam +1 |
| Looks comfortable | (None) |
| It matter what I think? | Madam M +1 |

Scene #7 When examining the drink in the waiting room during "Underground Colosseum"

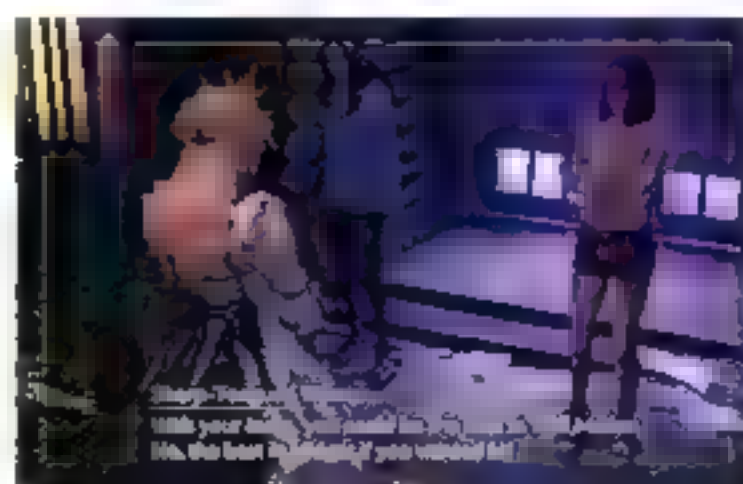


| Options | Points Earned |
|-------------------|---------------|
| I'll taste it. | Sam +1 |
| I don't need that | (None) |



※ The options in scenes 1, 4, 5, and 6 will always be displayed as you progress through the main story
 ※ The drink can be examined after talking to Johnny in the waiting room and before entering the first round of the competition.

When Cloud and the others visit Wall Market in Chapter 9, they all turn up at Corneo's bridal audition wearing unique dresses. Each character can don one of three dresses during this scene, which change depending on the actions Cloud takes during Chapters 3 through 9. How each dress looks and the requirements for wearing it are covered below.



← Cloud's dress draws rave reviews from multiple people after completing all the tasks Madam M assigns.

Each Character's Dresses

Cloud

Determining Factor for Dress Type: Number of quests completed during Chapter 9

Complete 0-2 quests



Complete all 3 quests for Madam M's list of tasks



Complete all 3 quests for Sam's list of tasks



Tifa

Determining Factor for Dress Type: Option chosen during Chapter 3's "Alone at Last" Discovery(*2)

Choose "Something refined."



Choose "Something sporty!"



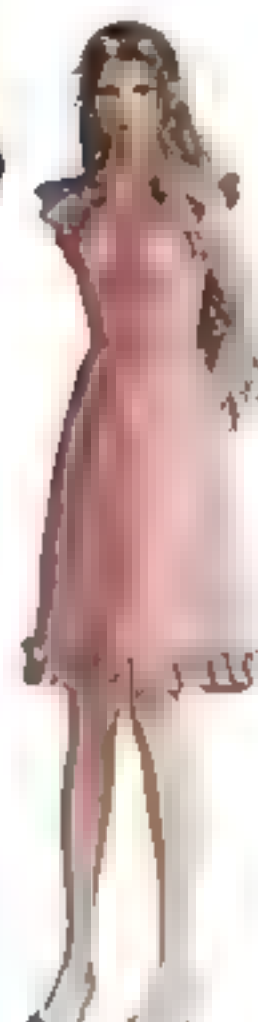
Choose "Something exotic!"



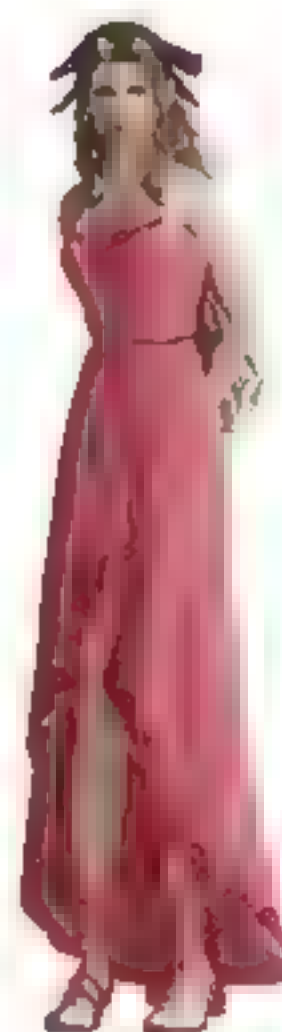
Aerith

Determining Factor for Dress Type: Number of quests completed during Chapter 8

Complete 0-2 quests



Complete 3-5 quests



Complete 6 quests



*2 If you don't complete the "Alone at Last" Discovery, Tifa's dress will be the same as it would if you'd chosen "Something refined."

- System & Event Secrets
- Combat Secrets
- Minigame Secrets
- Variety Secrets

No. 6

Jessie reacts to Cloud in various ways when getting past the lasers

Jessie's Lines

When getting past the corridor lasers during the "Follow Jessie" section of Chapter 1 (see p. 188, Step 10), Jessie will call out to Cloud at each point along the way. The lines she speaks at these times are presented in the table below and change in the sequence shown. After getting past all six laser locations, Jessie will say, "Well, I'm glad that's over with," but if you make it through without being hit once, she'll praise your performance, saying, "Not a scratch!"

Jessie's Lines When Getting Past the Lasers

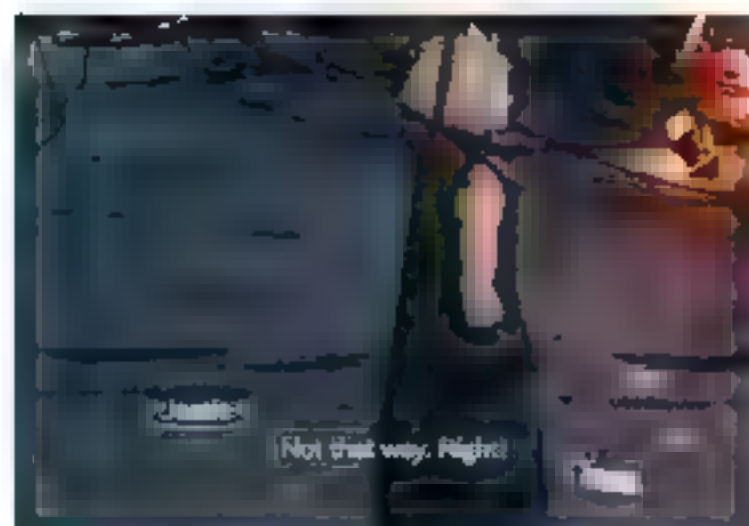
| | |
|--|--|
| Getting past a laser | 1. "Huh. He's a natural!" |
| | 2. "Not too shabby." |
| | 3. "You're doing good, SOLDIER!" |
| | 4. "Pretty easy, right?" |
| | 5. "Nice job, Cloud!" |
| | 6. "Like a walk in the park, huh?" |
| Getting hit by a laser ※ loops back to line 7 after line 11 | 1. "You okay!?" |
| | 2. "Pay more attention." |
| | 3. "Just relax." |
| | 4. "Keep your cool." |
| | 5. "Sorry, couldn't help myself." |
| | 6. "You SOLDIERs sure can take a beating." |
| | 7. "Are you trying to get hit?" |
| | 8. "You sure you were a SOLDIER?" |
| | 9. "I had no idea you were such a klutz." |
| | 10. "Um, you have a fetish or something?" |
| | 11. "There's a fine line between being daring and being dumb." |

No. 7

What happens when you don't follow Jessie's directions in Sector 8

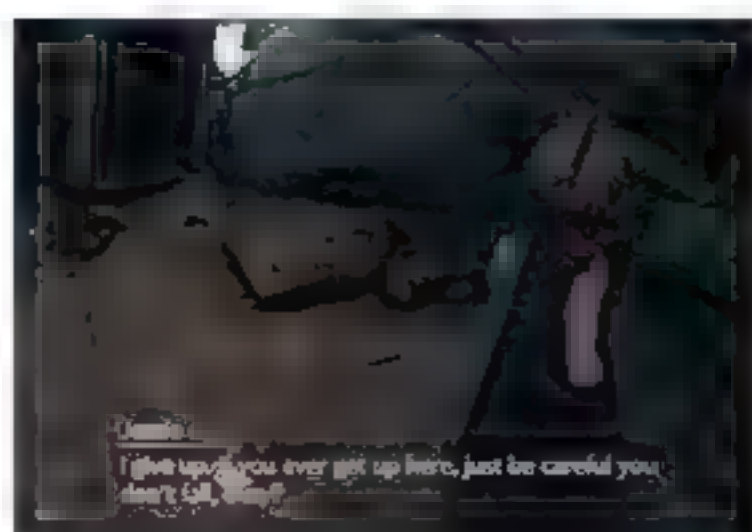
Jessie's Lines

During the "Reach the Sector 8 Station" section of Chapter 2, Jessie will tell you to look up when she's standing atop the rubble. If you follow her instructions and direct your gaze upward at her, she'll warn you that the scattolding of debris is prone to collapse at any moment. However, if you do otherwise, Jessie will react in various ways, as shown in the pictures below.



◀ If you direct your gaze to the right or left rather than upward, she'll instruct you to look in the appropriate direction.

➡ If you disregard Jessie's voice and proceed toward the rubble, she'll eventually give up and cry out in exasperation



No. 8

The Huntsman makes an appearance before you encounter him in the residential area

The Huntsman

After encountering Aerith during the "Taking a Detour" section of Chapter 2 (see p. 197, Step 4), if you proceed down the alley she fled into, you can see Sector 8 station beyond the fence at the end of the passage. Public Security forces have assembled in front of the station, and among them can be seen the Huntsman, whom you fight later on.



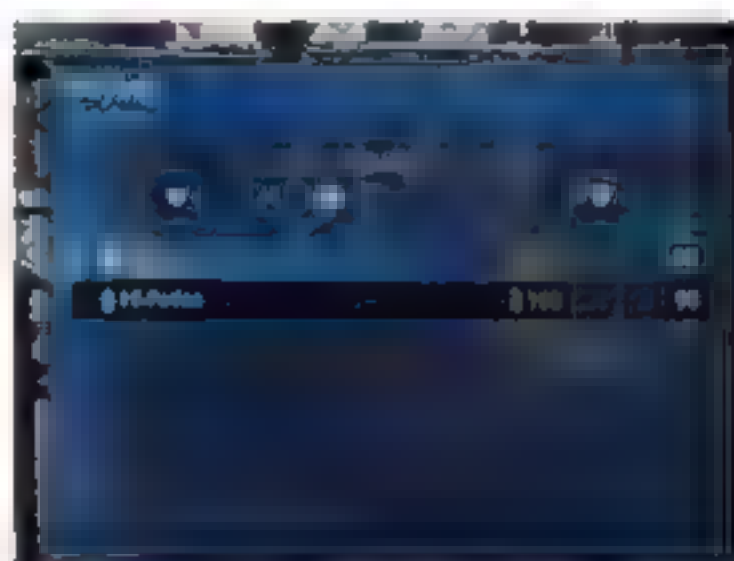
◀ If you shift your gaze to the left while standing near the fence you can make out the figure of the Huntsman with his trademark red uniform and shield

No. 9

The junk shop's wares change after every enemy battle

The Junk Shop's Wares

In addition to potions, the junk shop in the Sector 7 slums will sell one other type of item. What that item will be is determined by the rules below.



◀ If the item you're after isn't in stock, try visiting again after fighting enemies at Scrap Boulevard or in the abandoned Talagger factory

How the Junk Shop's Current Wares Are Determined

- Before completing Quest 3 "Nuisance in the Factory," in Chapter 3, the shop's selection will always be potions and an ether.
- After completing Quest 3 "Nuisance in the Factory," in Chapter 3, the combination of goods at the shop will be reselected from the table below whenever you win a battle in the Sector 7 slums (excluding the battle fought when rescuing Johnny during "Shinra Reacts"). The current combination of goods will not be selected twice in a row

The Junk Shop's Offerings After Completing Quest 3

| | |
|------------------------------------|-----------|
| Potion (30 gil) | High |
| Ether (100 gil, 1 in stock) | |
| Potion (30 gil) | Average |
| Hi-Potion (100 gil, 3 in stock) | |
| Potion (30 gil) | Average |
| Phoenix Down (100 gil, 3 in stock) | |
| Potion (30 gil) | Quite low |
| Elixir (1,000 gil, 1 in stock) | |

※ Items other than potions will be sold out once the new stock is depleted (they won't be restocked even if the offering is selected again)

No.
10

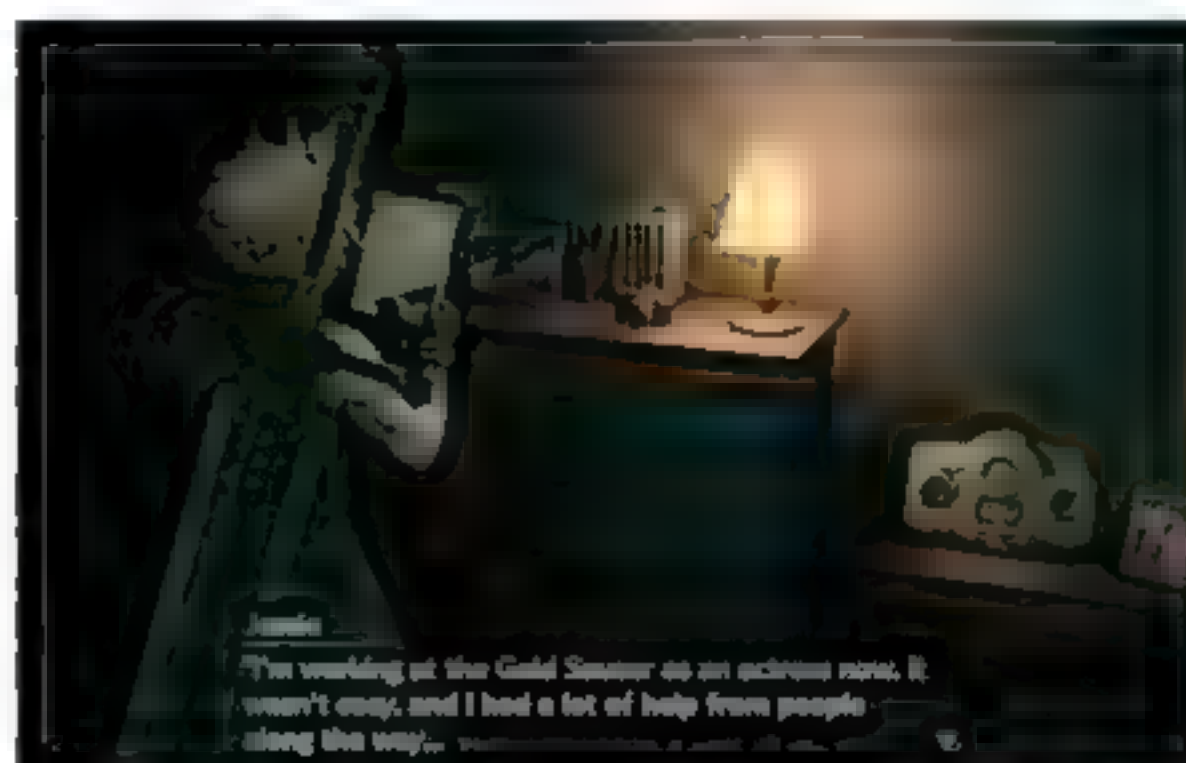
Examine various things in Jessie's father's room

Jessie's father's room

During the “The Jessie Job” section of Chapter 4, Cloud is tasked with sneaking into Jessie’s father’s room and snatching his ID card (see p. 219, Step 7). The ID card can be obtained by examining the pocket of the work uniform hanging on the wall, but you can also investigate the following other things

Things That Can Be Examined in Jessie's Father's Room Aside from the Work Uniform

- A letter from Jessie to her parents
- A framed photograph of Jessie
- A book on the bookshelf
- Documents on the desk



↑ A letter written by Jessie can be found on the floor. Picking it up and reading it reveals that she once worked as an actress.

No.
11

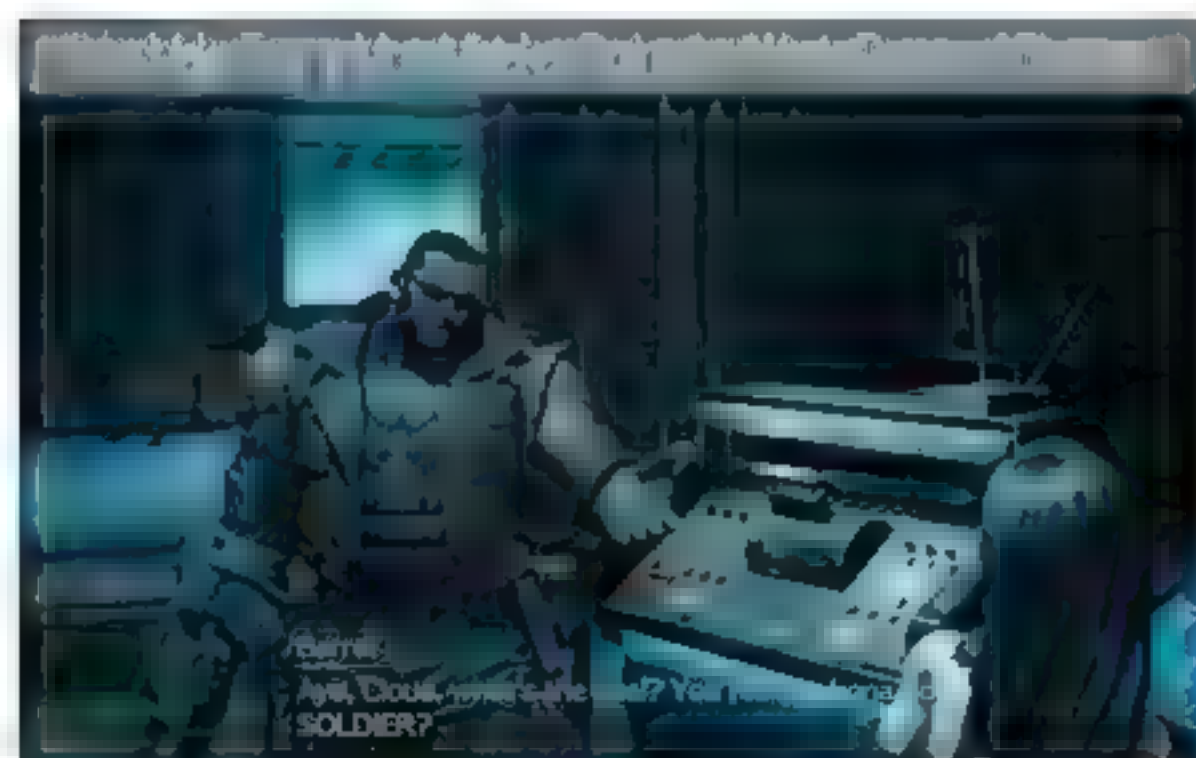
Variations in dialogue when disengaging the lockdown in Mako Reactor 5

Disengaging the lockdown

During the “Disable the Emergency Lock” section of Chapter 7, Cloud and his companions must operate levers on Tifa’s signal to disengage the door’s emergency lockdown (see p. 253, Step 24). The trio’s dialogue after disengaging the lockdown will vary depending on how many times they failed during the attempt, with three different outcomes corresponding to whether they made no mistakes, one to three mistakes, or four or more mistakes. There’s also another lock that can be disengaged during the “Waste Recovery” Discovery. The conditions above also apply to this sequence, with the post-disengagement conversation varying accordingly.



↑ Everything happens in such perfect sync that Tifa offhandedly jokes about SOLDIERs being able to read minds



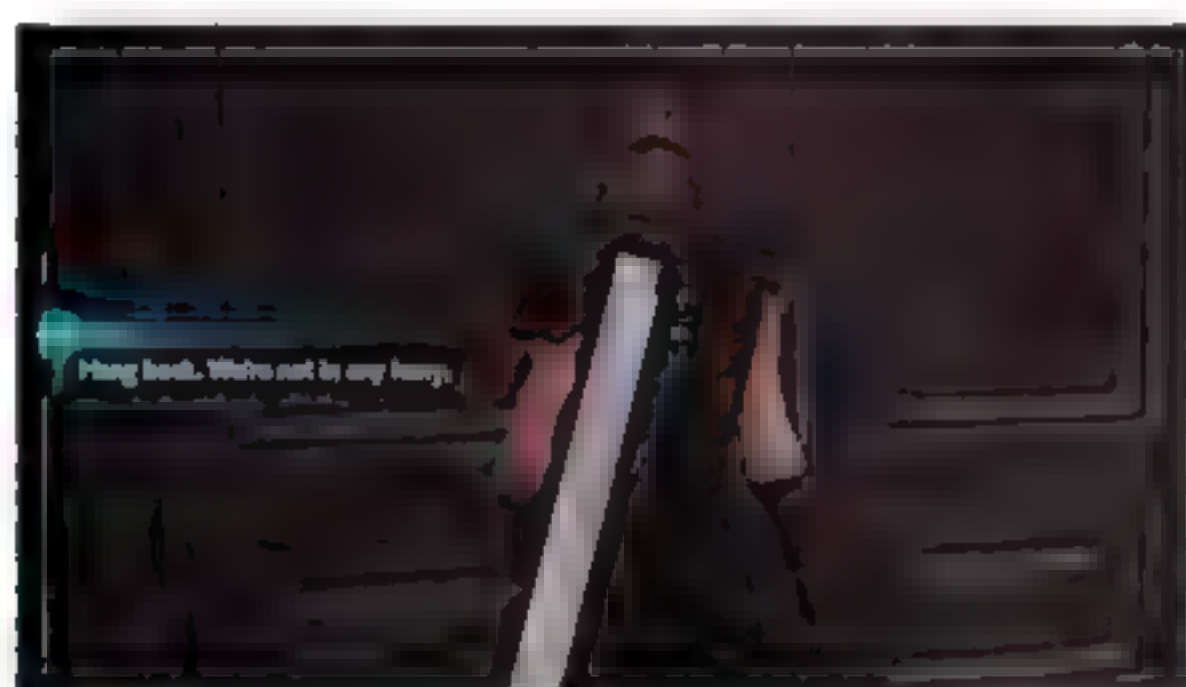
↑ Barret blames Cloud for their many mistakes, for which Cloud poutingly excuses himself, saying it isn't something he trained for

No.
12

Once again, Reno observes Cloud and Aerith from the other side of the church's doors

The church in the Sector 5 Slums

Right after the beginning of Chapter 8, if you continue speaking with Aerith after the pause in the conversation (see p. 260, Step 1), Reno will enter the church accompanied by soldiers. In the original version of the game, you can overhear Reno muttering if you examine the church’s entrance before speaking to Aerith. In this game, too, you can approach the door and hear the same line.



↑ You can hear Reno's line if you go up to the doors. There's only one chance to do so—try not to miss it

No.
13

Aerith will warn you if you tread on the flowers during battle

The Flowers in the Church

During the battle with Reno and his soldiers in Chapter 8 (see p. 260, Step 1), if you tread on the flowers blooming in the church, Aerith will remonstrate you with a warning. The line she speaks at this point will vary each time Cloud or Reno treads on the flowers according to the sequence below (looping back to line 2 after line 5).

Lines Aerith Says When the Flowers Are Trod On

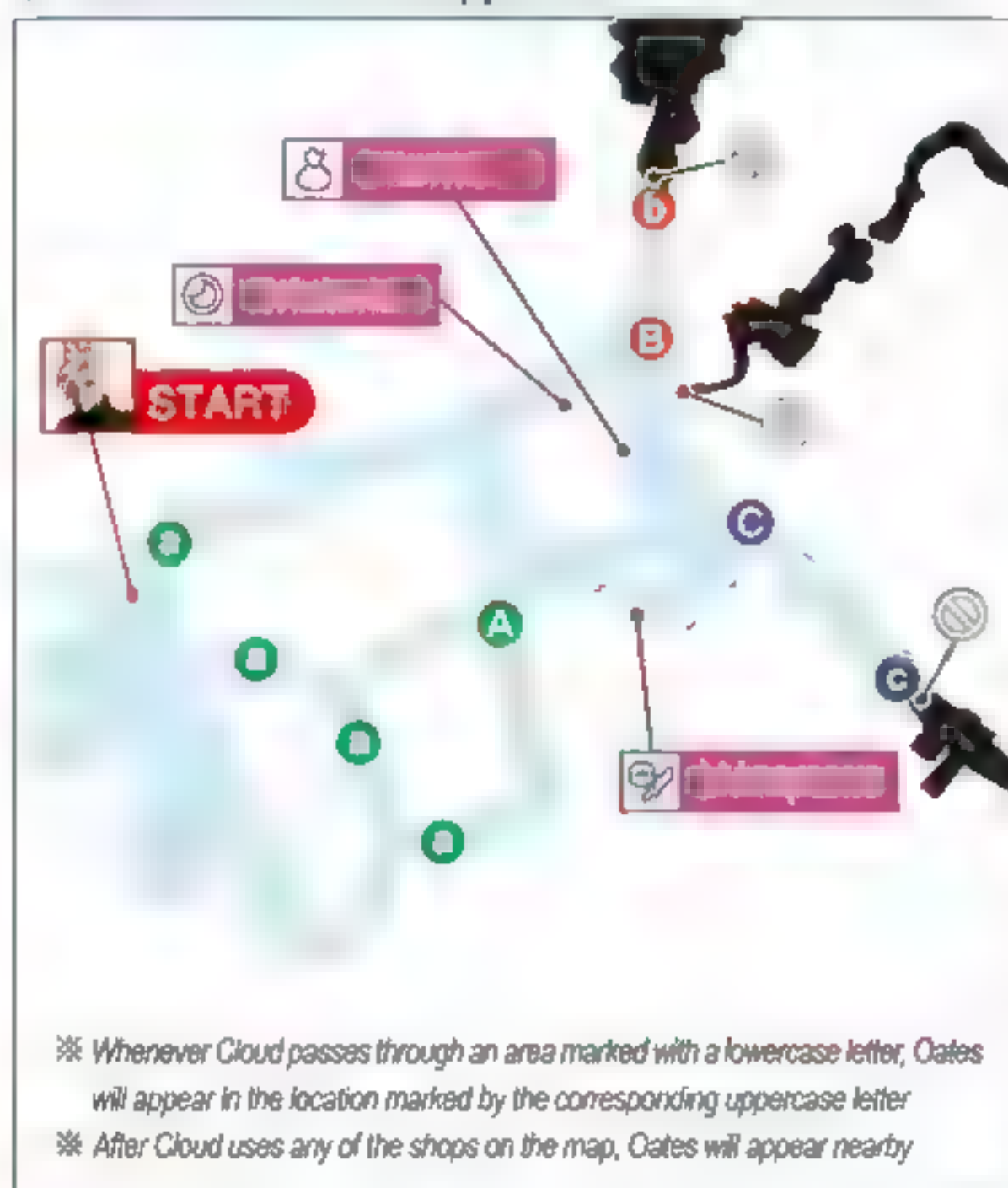
1. Do you really have to fight near the flowers?
2. Hey—don't step on the flowers!
3. Hello! Watch your step!
4. You're gonna catch holy hell!
5. It's your fault if they come back and haunt you

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- Interviews

James Earl Ray

Places Where Oates Appears



► Flower Art

Display Conditions

Moogles

Display Conditions

Choose yellow flowers no more than once and white flowers at least once

Display Conditions

Display Conditions

Barret will acknowledge Cloud if he takes care of enough odd jobs

► Conversable Between 01:00:00

After Completing All Quests in Chapter 14

Barret

Quite possibly the worst person I have ever met. But that was before I figured you out.



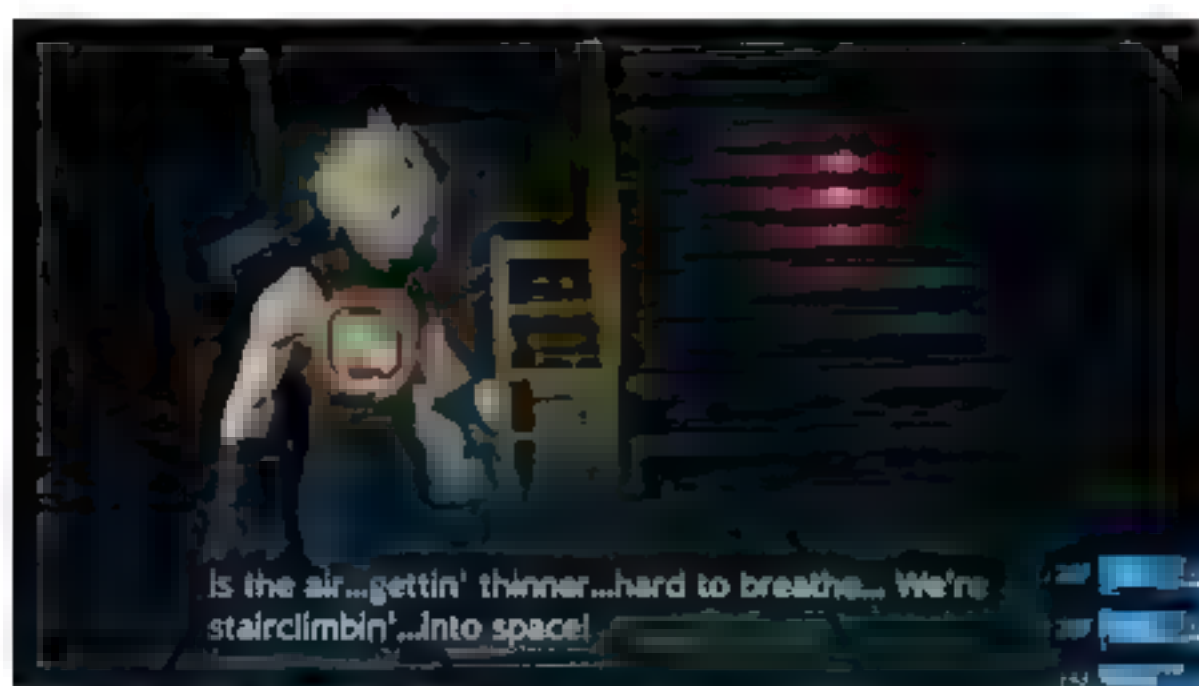
◀ When the time finally comes to climb over the wall, Barret begins speaking frankly about his feelings toward Cloud. His voice no longer carries the threatening tone it did when they first met.

No. 17 Backtrack along the Shinra Building's emergency stairwell to hear some priceless exchanges

Conversations in the Emergency Stairwell

During the "Reach for the Skyview Hall" section of Chapter 16, if you head for the 59th floor of the Shinra Building via the emergency stairwell (see p. 369, Step 13b), Cloud and his companions will trade various remarks as they climb the stairs. However, if you go back down the stairs, they'll actually say different things than when they ascended them.

Once Cloud reaches the 10th, 20th, 30th, 40th, and 50th floors in the stairwell, he'll only be able to backtrack five floors down from that level (for example, after reaching the 20th floor, he won't be able to descend past the 15th floor). You'll be able to hear special conversations that play when you descend the stairs, but only if you backtrack as far as you can at that point in time. An exception to this is if you backtrack to the fifth floor after reaching the 10th floor, in which case you won't hear any additional conversation.

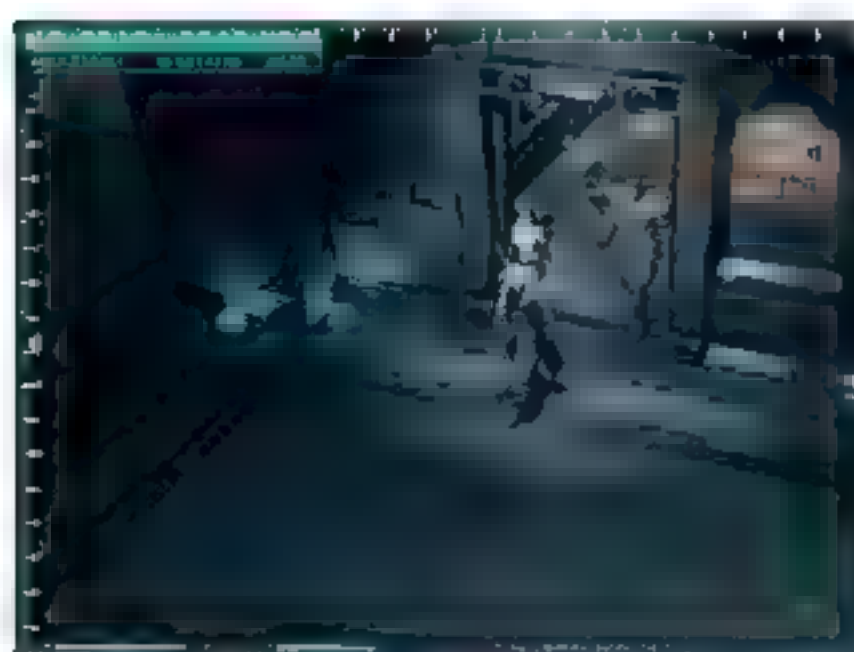


↑ If you descend the stairwell until you see the symbol pictured, a conversation will begin that can only be heard at that time (a total of four such conversations exist)

No. 18 The camera footage during the event scene will change depending on Cloud and his team's actions

The Security Camera Footage

During the "Reach for the Skyview Hall" section of Chapter 16, after reaching the 59th floor of the Shinra Building, Cloud and his companions are displayed on a security camera feed. As shown below, the footage will differ depending on whether Cloud and his party used the elevator or the emergency stairwell.



If They Used the Elevator

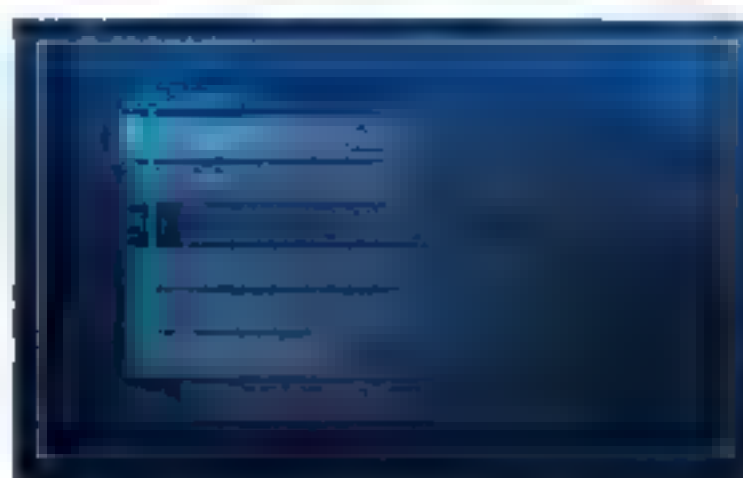
If They Used the Emergency Stairwell



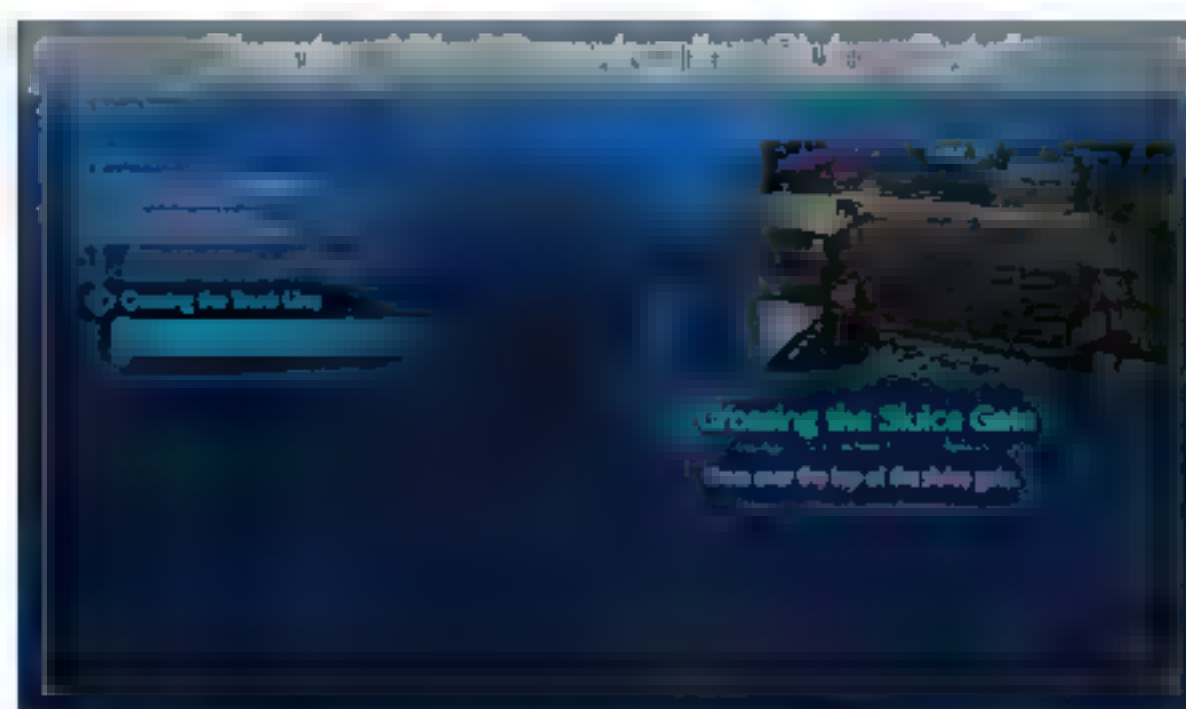
No. 19 A collection of easily missed "Story" entries

"Story" Menu Entries

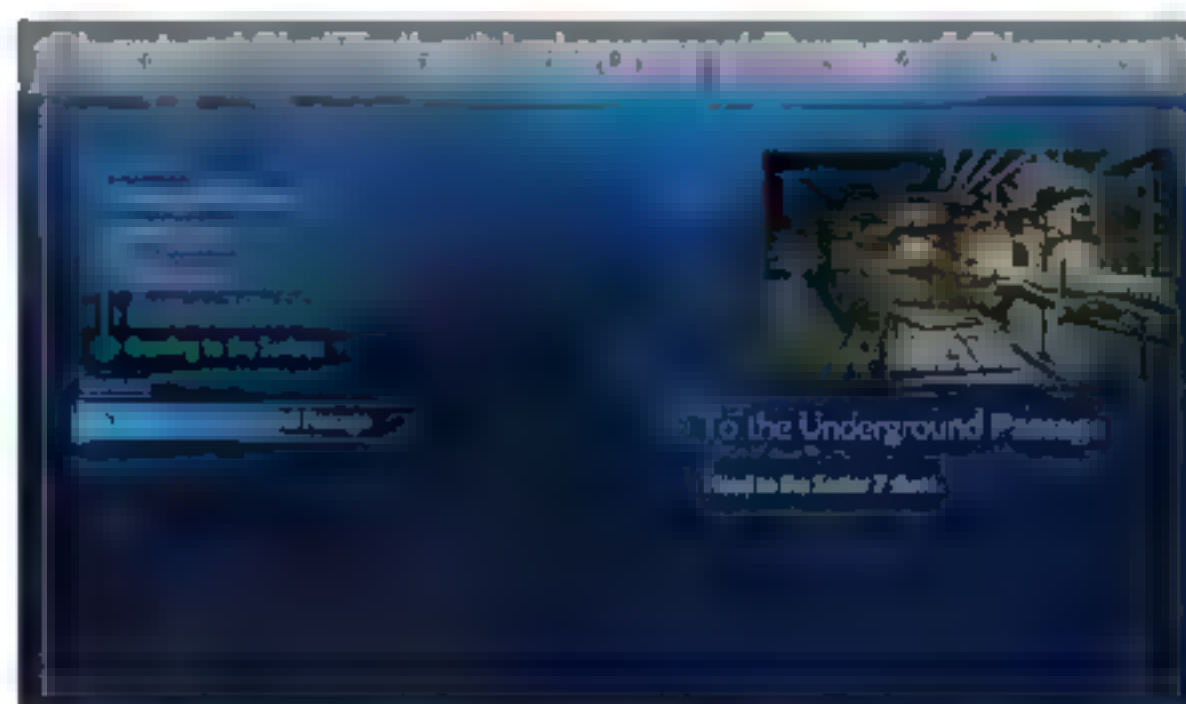
After opening the map with the touchpad button, if you press **L2**, you'll be shown the "Story" menu. This screen summarizes the story's developments in a list of entries, but depending on how much you explore as you proceed through the game, certain entries may not appear on the list. Here we go over three entries that can easily be missed. Keep in mind that even though certain entries may not appear on the list, they have no impact on your progress through the game.



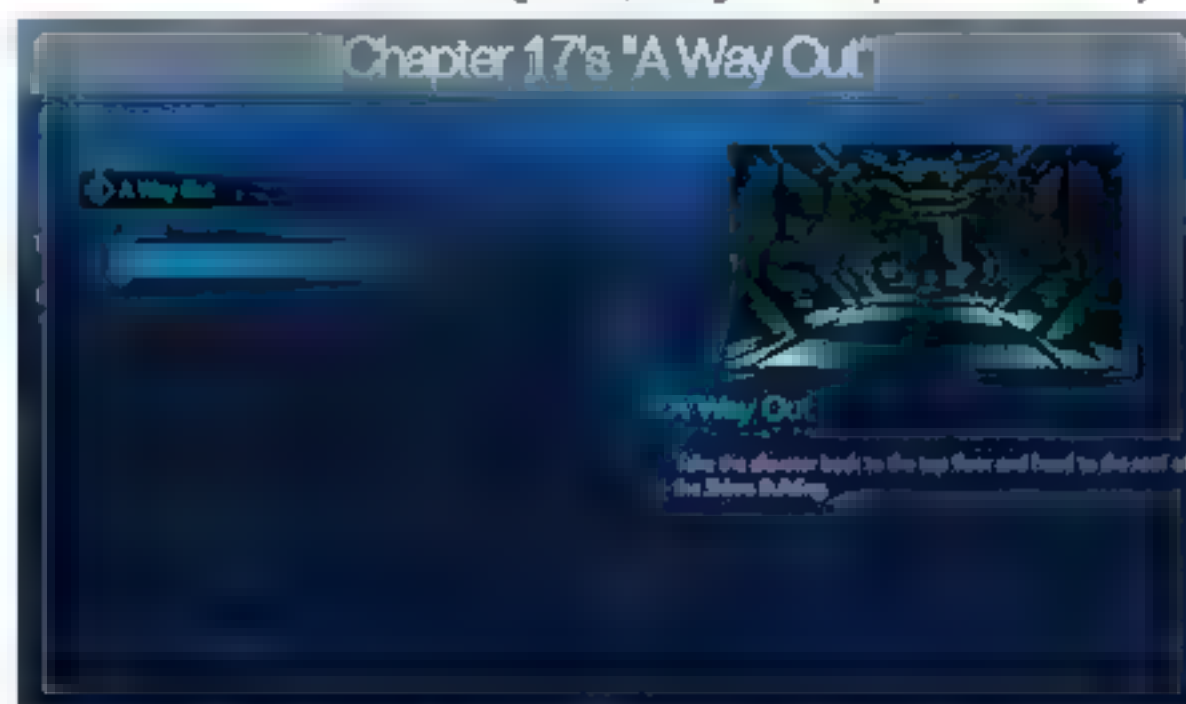
← Be aware that the "Story" menu does not indicate whether there are any entries missing



↑ Before performing Step 10 (see p. 296), if you turn back right after proceeding to the area with the Poison materia on the ground, "Crossing the Sluice Gate" will be added as an entry under "Crossing the Trunk Line."



↑ After descending into the underground passage from Evergreen Park, if you return to Evergreen Park before proceeding to the Sector 7 slums, the "To the Underground Passage" Discovery will commence. Climbing back down into the underground passage will complete the Discovery.



↑ After riding up to the top level of the Drum in Step 5 (see p. 383), if you immediately get back in the elevator and return to the 66th floor, another similarly named "A Way Out" entry will be added under "A Way Out."

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- Newly Arien Mysteries
- Interviews

How high can each character stat be raised? To find an answer, we investigated which combinations of characters and items yield the highest values for each stat. The results

are presented in the table below. Note that although the maximum amount of HP is calculated to exceed 10,000, it cannot go above the cap of 9,999.

Character, Equipment, and Materia Combinations That Yield the Highest Values for Each Stat

※ Strength, Magic, Vitality, and Spirit are omitted because they help increase other specific stats

※ "—" indicates that no equipment that raises this stat is available

| | | Accessory | | | Materia (5★) | |
|---------------|------|-----------|-------------------|---------------------|--------------------------|---|
| HP | 9999 | Barret | Big Bertha | — | Champion Belt | HP Up (5★) x2, Fat Chocobo |
| MP | 263 | Aerith | Arcane Scepter | Magician's Bracelet | Circlet | MP Up (5★) x2, Barrier x8, Leviathan |
| Attack | 394 | Tifa | Metal Knuckles | — | Supernatural Wristguards | Refocus x3, Ifrit |
| Magic Attack | 528 | Aerith | Mythril Rod | Magician's Bracelet | Platinum Earrings | Magic Up (5★) x2, Barrier x8, Chocobo & Moogles |
| Defense | 227 | Barret | Light Machine Gun | Iron Maiden | Survival Vest | Deadly Dodge x6, Ifrit |
| Magic Defense | 227 | Aerith | Reinforced Staff | Astral Cuff | Timeworn Talisman | Barrier x6, Leviathan |
| Luck | 155 | Cloud | Nail Bat | — | — | Luck Up (5★) x2, Gil Up, EXP Up, First Strike x2, Chocobo & Moogles |
| Speed | 93 | Tifa | Feathered Gloves | — | — | — |

※ 1 Values are based on level 50 characters using the materia and equipment (with weapons fully modified) listed in the table. Effects from weapon skills that only increase stats in certain situations during battle (such as Dominant Physical Offense) have not been factored in.

※ 2 Some substitutions can be made with materia that grant an equal increase to the relevant stat.

Though Cloud and the other party members stop leveling after 50, the experience points they've gained at their current level will continue to be tallied on the main menu. As shown in the table below, the upper limit for this value varies from character to character, with the total number of experience points required to max out level 50 being 9,999,999.

Maximum EXP That Can Be Earned at Level 50

| | | | |
|--------|---------|--------|---------|
| Cloud | 9700410 | Tifa | 9715389 |
| Barret | 9709398 | Aerith | 9721381 |

When taking damage from things like lasers in Mako Reactor 1 or guntire in Sector 8, your HP won't drop below 1. The guntire in Sector 8 doesn't cause any damage reaction, which is why Cloud looks the way he does in the picture below.



← Cloud stays standing no matter how many bullets come his way, striking a laid-back idle pose

When using items like potions outside of battle on a party member equipped with the HP Up materia, you can remove the materia, heal the character, then re-equip the materia to increase the overall amount of HP restored (refer to the chart below). This is because when equipping or removing the HP Up materia, both your maximum and remaining HP will increase or decrease in the same proportion. If you equip the HP Up materia after healing, the amount of HP you just restored will also increase due to the effect of the materia.

An Example of How HP Changes When Removing the HP Up Materia Before Healing

Remaining HP / Maximum HP

300 / 1500



Remove the 5★ HP Up Materia (+50% max HP)

200 / 1000



Use a potion (restores 350 HP)

550 / 1000



Equip the 5★ HP Up Materia (+50% max HP)

825 / 1500

Using this method, the single potion restores 525 HP (350 x 1.5)

No. 24

How much gil and how many items can you hold?

Maximum Carriable Amounts for Items and Gil

We've investigated how much gil and how many items of each type you can possess and summarized the results in the table below. It wasn't rare to run out of inventory space for materia in the original version of Final Fantasy VII, but it appears you can hold far more in this game.

Maximum Carriable Amounts for Items and Gil

| Category | Maximum Carriable Amount |
|--------------------------|---------------------------------------|
| Armor | 99 each |
| Accessories | 99 each |
| Materia | 1,000 total, including those equipped |
| Consumable items | 99 each |
| Moogle Medals (key item) | 99 |
| Gil | 99,999,999 |

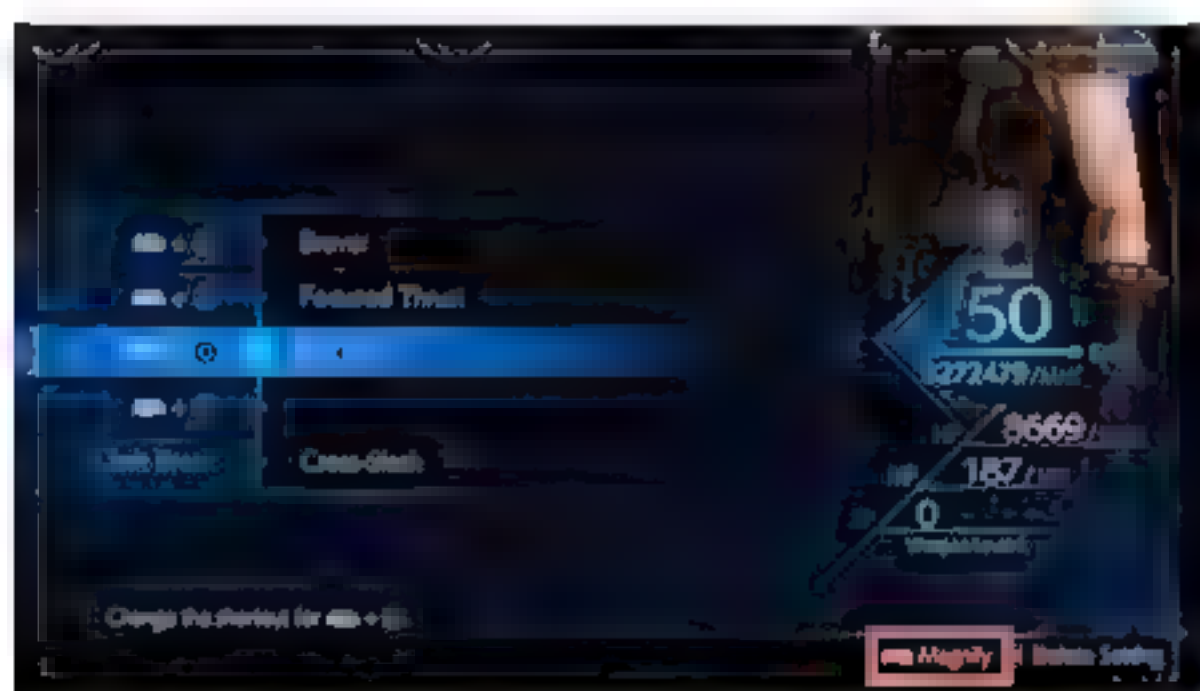
* Weapons, music discs, and manuscripts are not included, as only one of each can be acquired.

No. 25

Use magnified magic with the hold and press of a button

Shortcut Commands

Various shortcuts can be assigned in the "Battle Settings" section of the main menu. This is a convenient feature that allows you to use a variety of battle commands in just a couple button presses. However, as shown in the picture below, when assigning magic to a shortcut, you can also toggle whether or not the spell is magnified. Keep in mind that if you press **L1** and turn magnification on, you'll only be able to use the shortcut to cast the magnified version of that spell.



↑ If you hold the cursor over the magic you've assigned to the shortcut, a magnification tooltip will appear in the bottom-right corner of the screen. Pressing the **L1** button will toggle magnification on or off.



← It's possible to assign both magnified and un-magnified versions of the same spell. Also, note that in order to use magnified magic, the materia used to cast that magic must be linked with the Magnify materia.

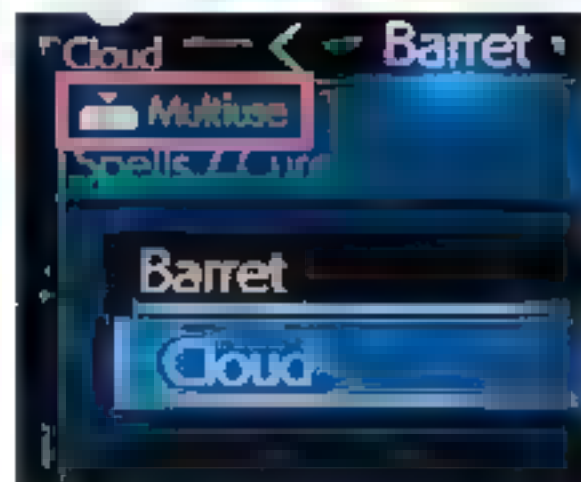
No. 26

A number of handy operations that make for smoother gameplay

Control Techniques

This game features a handful of techniques aimed at making the gameplay smoother and more convenient. Here we introduce a few that are highly practical and some that are difficult to spot.

Successive Use of Spells and Items



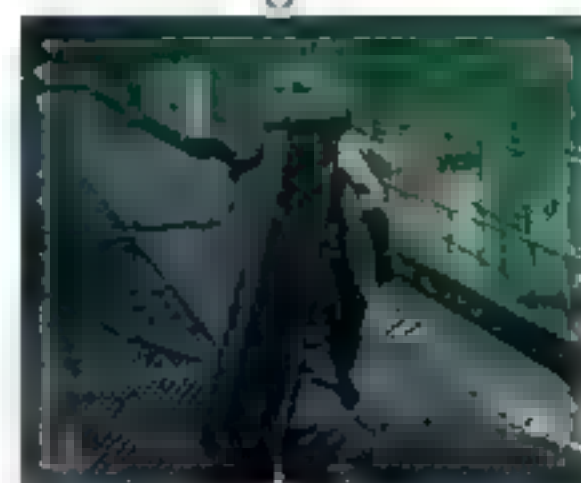
← If you use healing magic or a restorative item outside of battle while holding down **L1**, the command window will remain open after use, allowing you to use the same spell or item over and over again.

Check HP and MP While Moving Around



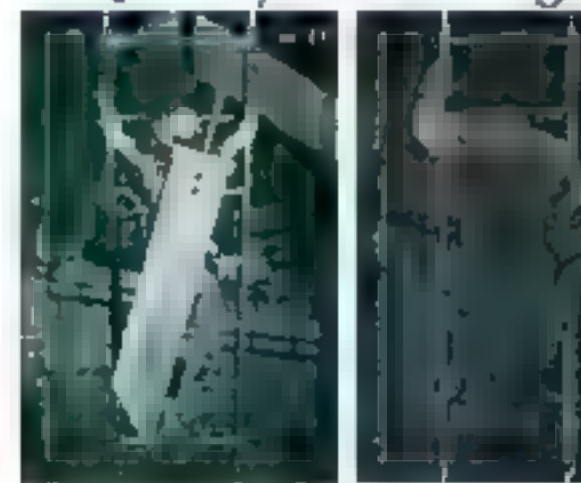
← There's no need to open the main menu or the command window to check each character's HP and MP. Simply pressing **L1** will display this information in the bottom-right corner of the screen for three seconds.

Dashing



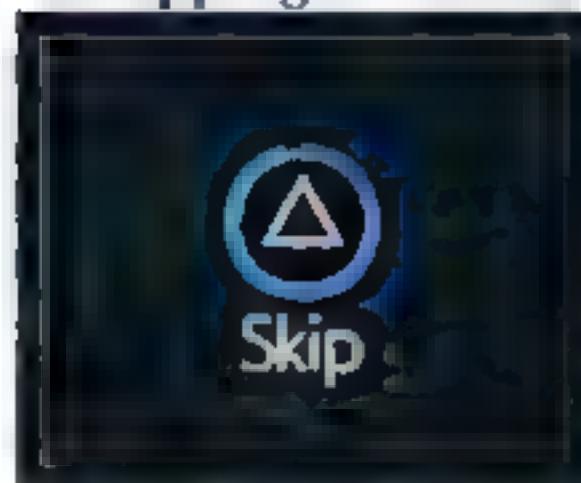
← Dashing can be executed by holding **R1** or **R2** or by momentarily depressing **L3** (the left joystick). Use whichever method of control you prefer.

Quickly Ascending and Descending Ladders



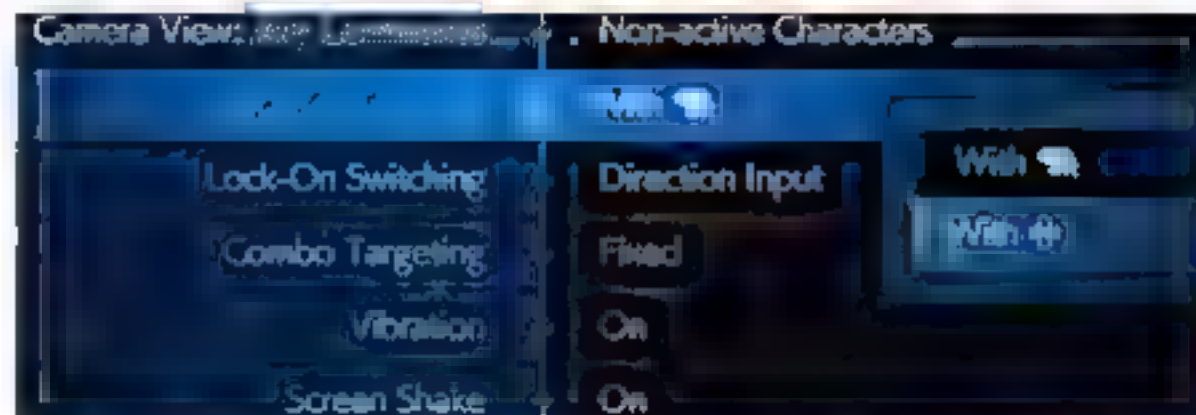
← When executing a dash (see above) on a ladder, you'll either climb up more rapidly or slide down quickly with your hands grasping the edges of the ladder.

Skipping Event Scenes



← If you press and hold **△** during an event scene, a "skip" icon will appear in the bottom-right corner of the screen. You can skip scenes without pausing by holding **△** until the icon's gauge fully fills.

Lock-On Camera Controls



↑ In the main menu, if you select "System" then "Options" then "Camera & Controls," you can change "Lock-On Controls" to "Left and Right Directional Buttons" so that even when locked on enemies, you can continue controlling the camera with the right joystick.

Combat Secrets

No.
27

There's a way to deal more than 9,999 damage!

Breaking the Damage Limit

There's a limit to the amount of damage Cloud and his party members can deal with a single blow, with the value capped at 9,999. However, the Whisper Harbinger enemy you fight in Chapter 18 has a special property where any time Whisper Rubrum, Whisper Viridi, or Whisper Croceo takes damage while staggered, Whisper Harbinger takes 3.5 times that much damage as well. As such, the damage Whisper Harbinger can receive is not capped. What this means is that if you deal 2,857 damage or more to Whisper Rubrum, Whisper Viridi, or Whisper Croceo while they're staggered, you'll be able to deal damage in excess of 9,999 to Whisper Harbinger.



↑ If you want to see your damage reach five digits, hit Whisper Rubrum, Whisper Viridi, or Whisper Croceo with Infinity's End while they're staggered

No.
28

Magnified offensive magic will also be bounced back by the Reflect status

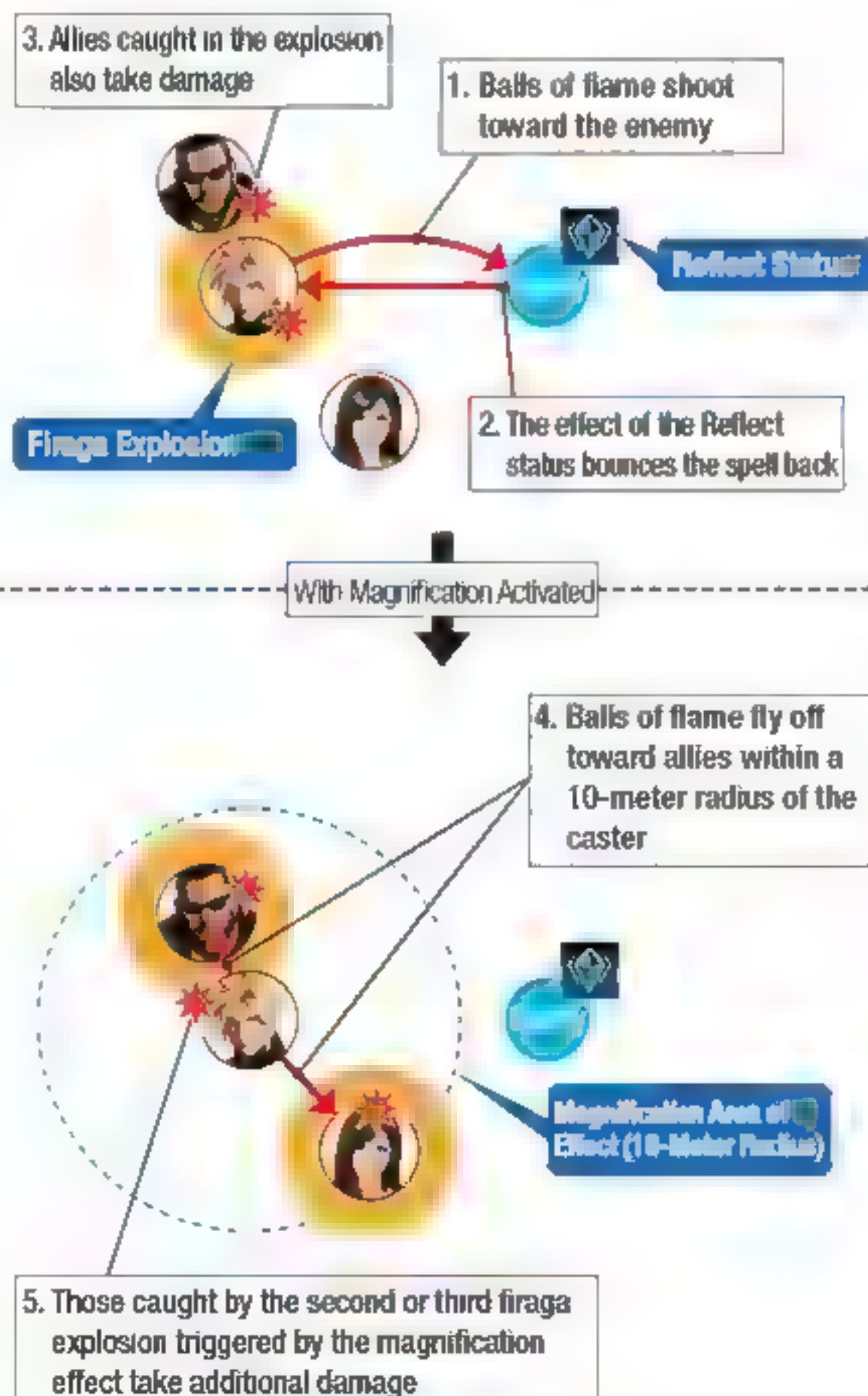
How Magnified Magic Bounces Back

By magnifying spells using the Magnify materia, you can achieve the highly useful effect of attacking multiple enemies at once. However, it's best to avoid using magnified offensive magic when fighting enemies with the Reflect status. When targeting an enemy with the

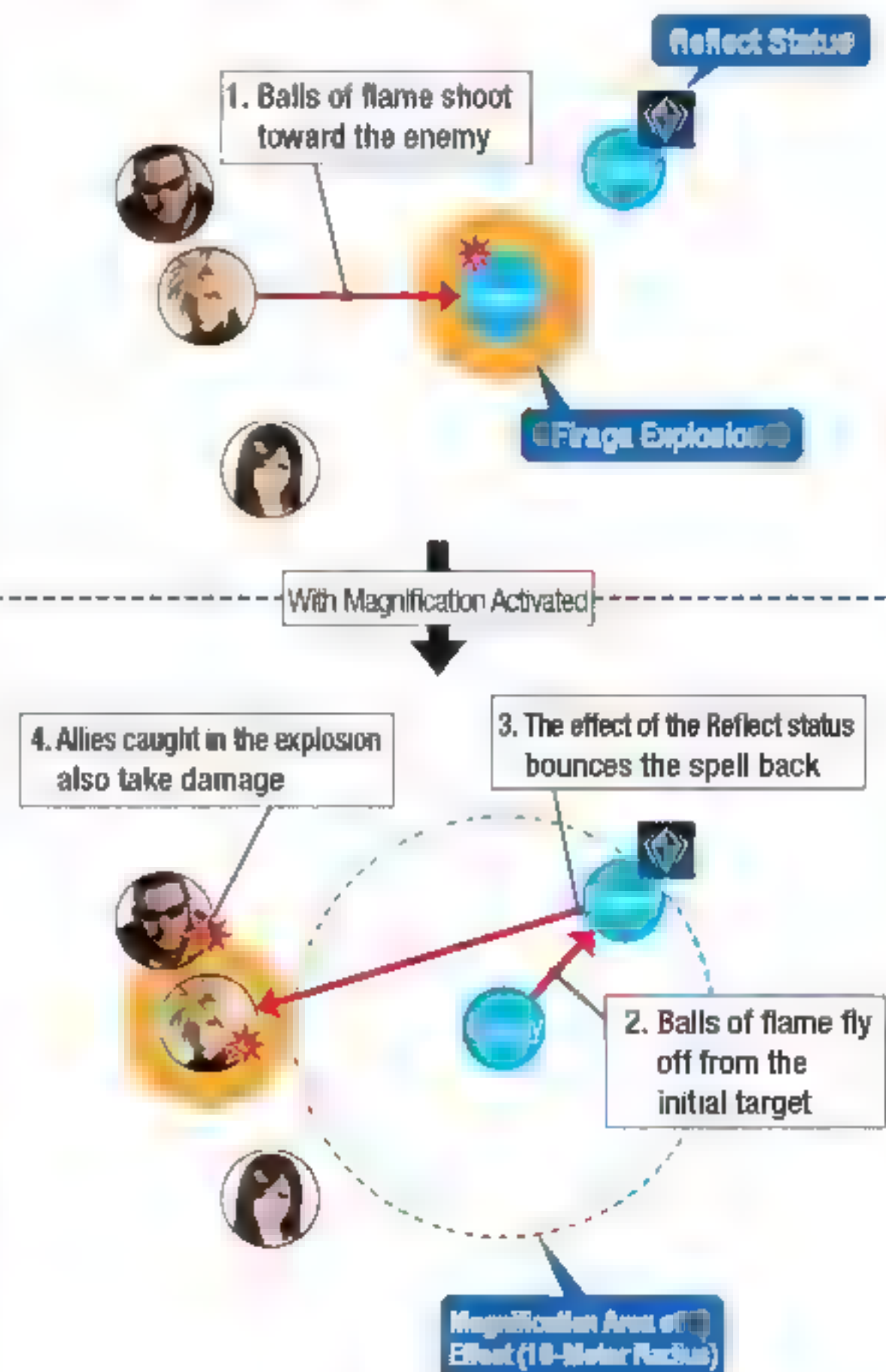
Reflect status (as shown in Example 1 below) or even an enemy near another enemy with Reflect (Example 2), your spell will be bounced back at you.

How Magnified Magic Bounces Back

Ex1) Targeting an Enemy with the Reflect Status Using Magnified Firaga



Ex2) Targeting an Enemy Near Another Enemy with the Reflect Status Using Magnified Firaga



No. 29 Build up the damage multiplier to obtain the Staggering Feat trophy

When you hit staggered enemies with certain attacks, the damage multiplier will increase due to the effects of stagger mode, allowing you to deal greater amounts of damage. The damage multiplier will begin at 160% right after stagger mode is activated, but if you manage to raise it to 300%, you'll acquire the Staggering Feat trophy. Give the following method a try if you'd like to do so.

● Suggested Steps for Obtaining the Staggering Feat Trophy

Preparation

- Acquire the Purple Pain in Chapter 16 so that Tifa can use True Strike
- Minimize the damage dealt by Tifa's attacks by resetting weapon enhancements, removing any strength-increasing accessories, and unequipping any Elemental materia set to the weapon (as inflicting high damage will defeat the enemy before the damage multiplier has a chance to build).
- Equip ATB Stagger and ATB Boost materia to Tifa's equipment (while this isn't necessary, it will make it easier to achieve the conditions in Step 3 below).

Steps for Obtaining the Trophy

- ① Choose the "Tifa vs. SOLDIER Trainees" battle (Normal difficulty) in the Shinra Combat Simulator (see p. 455) and begin the fight with the Sahagin Prince.
- ② Damage the Sahagin Prince to make it activate Counter Stance (see p. 587; when in Counter Stance, the Sahagin Prince will remain in a pressured state until it's staggered).
- ③ Build the stagger gauge by hitting the enemy with attacks, then stagger it once Tifa meets the following conditions:
 - she reaches the second level of Unbridled Strength so that Rise and Fall can be used; and
 - her ATB gauge is completely full.
- ④ Hit the Sahagin Prince with the following sequence of techniques while it's staggered: True Strike, Rise and Fall, Omnistrike, Whirling Uppercut, True Strike, and True Strike



↑ While the enemy is staggered, if Rise and Fall, Omnistrike, and Whirling Uppercut all hit, the ATB gauge will increase by one bar, and you'll be able to execute a third True Strike

No. 30 Some close-range attacks can't be repelled even when guarded against

If melee moves like your normal attack are guarded against by enemies such as Riot Troopers with shields, the attack will be repelled and your movements will be interrupted. However, the following close-range attacks won't be repelled and will land even if guarded against. Also note that summon attacks will not be deflected even if the enemy guards against them.

● Melee Attacks That Won't Be Repelled Even When Guarded Against

- Regular attack combos directed at enemies in high locations
- Attacks performed with the Parry materia
- Limit breaks

- Counterattacks
- Attacks performed after guarding against an enemy's attack with the Counterstance weapon ability

- Attacks performed with the Parry materia
- The Overrun unique ability when equipped with a melee weapon
- The Smackdown weapon ability

No. 31 The higher the user's luck, the easier it is to successfully steal

Steal can be used against enemies to obtain various items they're holding; however, the base success rate for some enemies can be as low as 5%, meaning Steal can be quite prone to failure. If you'd like to steal items from enemies in as little time as possible, try increasing the luck stat of the character using Steal with things like the Luck Up materia. Steal's success rate is determined by the formula below. The higher your luck, the easier it will be to successfully steal.

● How Steal's Success Rate Is Determined

$$\left(\text{Enemy's base success rate} \right) \times \left(1 + \frac{\text{Luck stat}}{256} \right)$$

※ Each time you fail to steal, the success rate of the next attempt is multiplied by 1.5



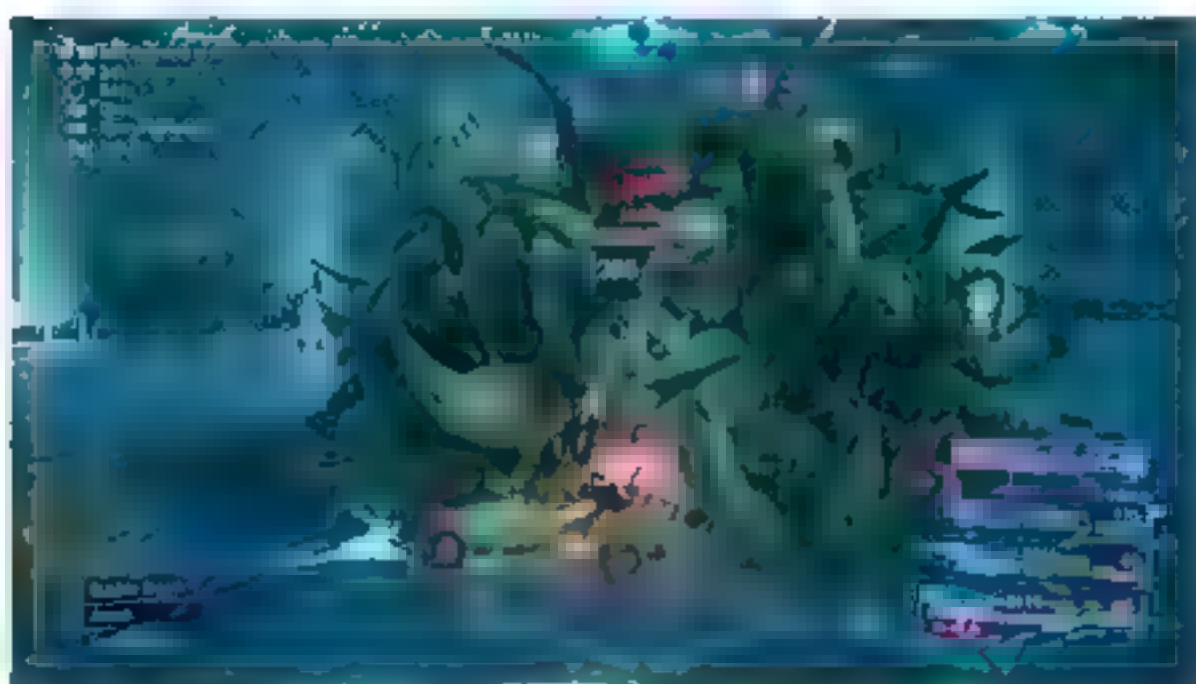
↑ The success rate for your next attempt will be multiplied by 1.5 each time you fail to steal, so if you keep on trying, you'll eventually succeed

No.
32

Can enemies grab ahold of frogs?

Binding Attacks

Some enemies will use attacks that restrict movement by latching onto party members. So, what happens when you're hit by one of these binding attacks while physically minimized—that is, afflicted with the frog status? As a matter of fact, if you're hit by a binding attack while you're a frog, instead of being bound, you'll suffer a large amount of damage (the equivalent of a physical attack with 300 base power).



↑ If you battle a Malboro or make use of the Enfeeblement Ring, you can be hit by a binding attack while afflicted with the frog status.

No.
33

How Stun Baton's stun mechanic works

The Stun Value

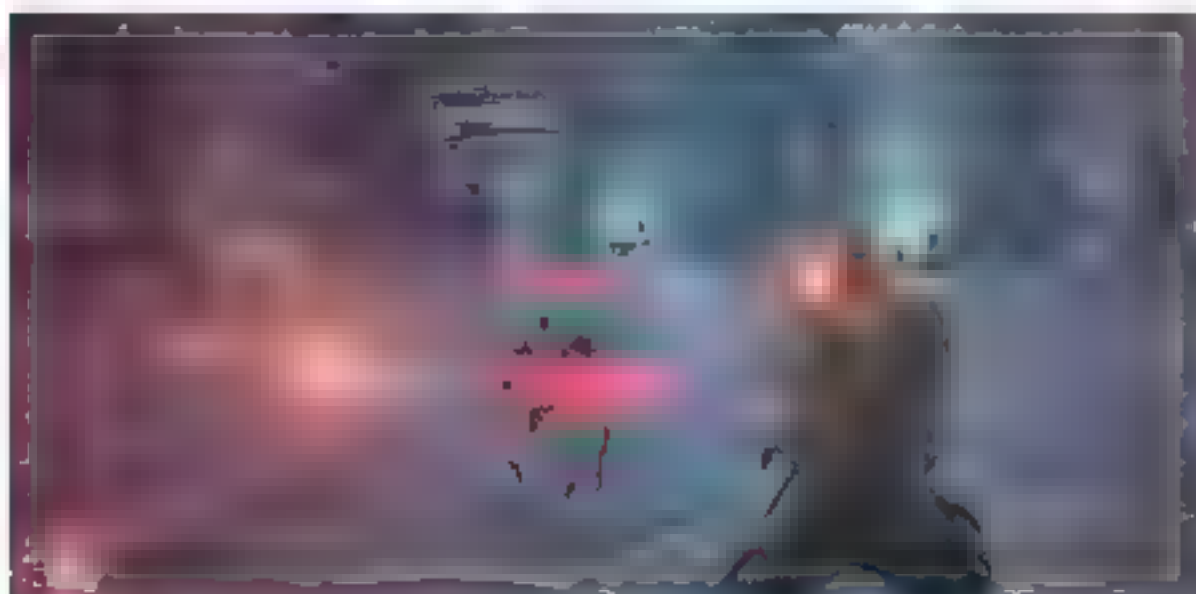
The Stun Baton attack used by Riot Troopers and other enemies will stun you if you're hit by all three strikes; however, if you evade the first strike, you won't be stunned even if you're hit by the second or third. This is because Stun Baton works by increasing the opponent's "stun value" (not shown on screen) by 40 with each hit. When the total reaches 100 or higher, the opponent will be stunned. An increased stun value will return to 0 within a matter of seconds.

No.
34

Be careful about when to use Stop

Status Effect Durations

While enemies are rendered immobile with Stop, the duration of any other status effect they have also stops ticking down. Therefore, be careful when casting Stop on enemies like Elite Shock Troopers when they're in an invincible state, as they'll remain invincible when their movement is halted, and you won't be able to defeat them until the effects of Stop resolve.



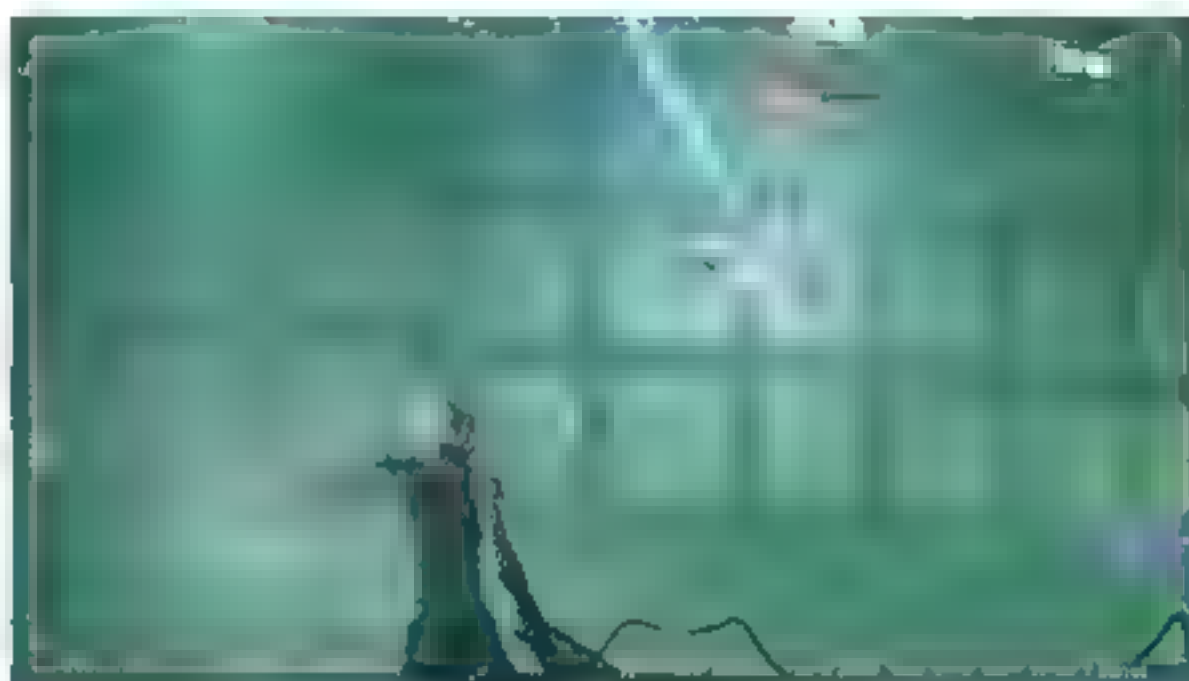
↑ If an enemy is halted in an invincible state, you won't be able to deal any damage even when attacking, with only the "dodge" text being shown.

No.
35

Enemies can't be defeated or staggered during special actions

Enemies During Special Actions

Some enemies will perform special actions when they appear or move out of range of Cloud and his party when executing certain attacks. In these cases, enemies will often enter a special state where they can't be staggered and their health can't fall below 1 HP. We share some examples of this scenario below.



↑ When the Scorpion Sentinel is clinging to the wall, its stagger gauge will stop increasing just before it reaches full.



↑ During the battle in the church in Chapter 8, the soldiers who show up as reinforcements can't have their HP reduced to 0 until they've entered and assumed their positions.

No.
36

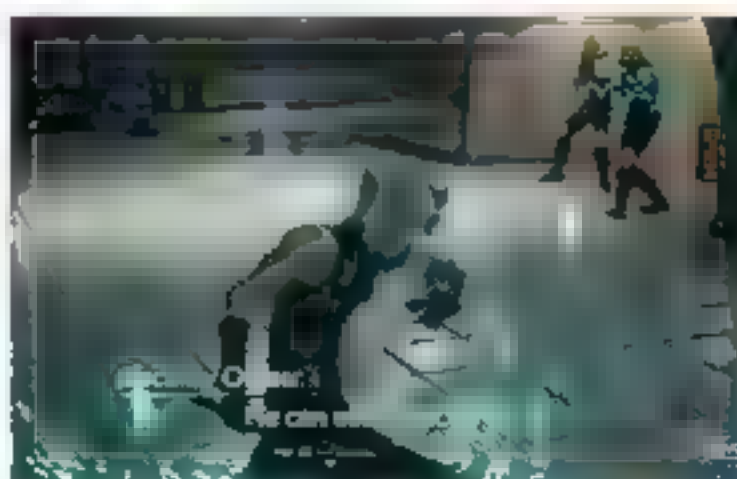
Doing as the tutorial says lets you hear special dialogue

The Tutorial

When you begin the battle with the second group of Security Officers in Chapter 1 (see p. 186, Enemy B), an explanation will appear regarding the ATB gauge and ATB commands. If you follow the explanation and use these battle commands, the Security Officers will say special lines found in the table below.

Enemy Dialogue in Response to Cloud Using Battle Commands

| | Abilities | Spells | Items |
|---|---------------------------------------|---------------------|----------------------|
| "Holy shit!" | "He a SOLD ER operator?" | "He can use magic!" | "He's come prepared" |
| "Where the hell did he get the material?" | "Hey careful now! This guy's no boot" | | |



← If you're playing with Chapter Selection, you can use non-damaging abilities and spells to easily hear this dialogue without defeating the enemies.

No.
37

Switch your active character to defend against Tail Laser

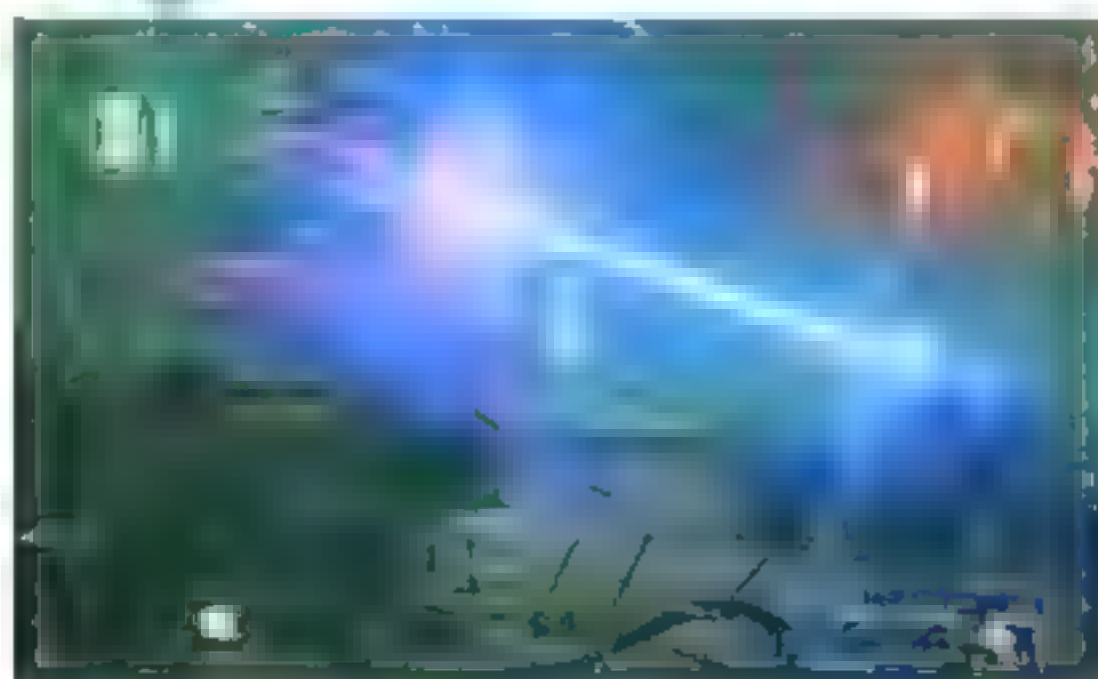
How to Deal with Tail Laser

The standard tactic when dealing with the Scorpion Sentinel's Tail Laser is to hide behind the fallen steel beams and thereby avoid the attack. The steel beams will be destroyed after being hit with the laser, but the attack will usually end there and you won't take any damage. However, when playing on hard difficulty, the enemy will fire off its laser twice in a row, and if you don't immediately run and hide behind the other steel beams after the attack destroys the first ones, you'll take a direct hit from the second laser. If you're having trouble dodging the second laser, try switching the character you're controlling by following the steps below. As the Scorpion Sentinel's Tail Laser will always lock onto the active character, it's easy to ensure you don't get hit by it.

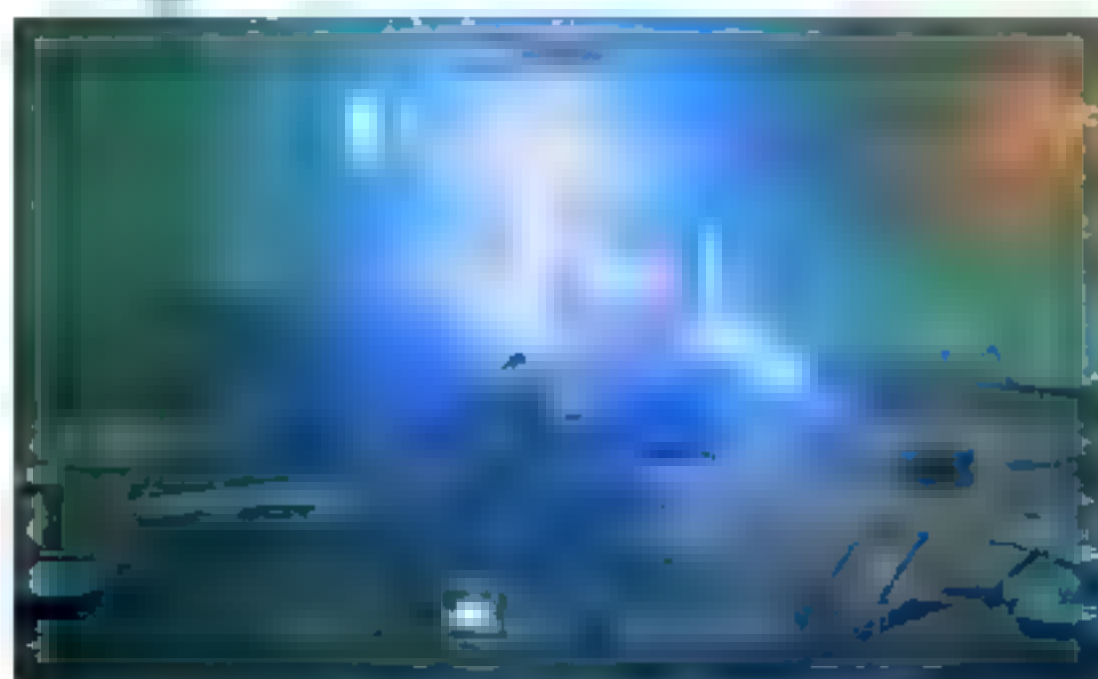
How to Defend Against the Second Consecutive Tail Laser



↑ Look at where your ally moves when the steel beams fall from the ceiling and hide yourself behind the steel beams on the side opposite where your ally is hiding



↑ When the Scorpion Sentinel starts firing its first Tail Laser, switch your active character



↑ Doing so will cause the second Tail Laser to target the active character hiding behind the other steel beams. By switching characters again, you can then launch a counterattack

No.
38

Hell House's attacks can hit other enemies

Friendly Fire Among Enemies

During the battle against Hell House in Chapter 9, if the game's difficulty is set to hard, additional enemies like Tonberries and Cutters will make an appearance. The following attacks used by Hell House will also hit these enemies, dealing massive damage equal to 80% of their remaining HP.

Hell House Attacks That Can Hit Other Enemies

- Ram
- House Call
- Jetstream
- Housing Rush
- Double Rocket Charge
- Hellbound (ultimate diving attack)



↑ It's dangerous facing attacks from other enemies at the same time as Hell House, so be sure to defeat foes with reduced HP quickly

No.
39

How Possess casts certain spells

The Effects of Possess

The Ghost's Possess attack is a unique ability that afflicts the target with the Sedate status and takes advantage of materia equipped to that character to cast certain spells. The spells used by Ghosts in these instances conform to the characteristics listed below.

Characteristics of the Spells Cast When Ghosts Use Possess

- Any spell in the table below may be cast, with Cloud and all other party members as the targets (Possess will not be used on characters who cannot cast any of the spells in the table below).
- The amount of damage dealt or restored is determined by the Ghost's magic attack stat (a base power of 300 in both cases).
- Spells don't consume Cloud's party's MP or ATB bars.

Types of Spells Ghosts May Cast with Possess

| Materia | Spells Used |
|------------|-----------------------------|
| Healing | • Cura • Regen |
| Cleansing | • Poisana • Esuna |
| Fire | • Fira |
| Ice | • Blizzara |
| Lightning | • Thundara |
| Wind | • Aerora |
| Poison | • Biora |
| Barrier | • Barrier • Manaward |
| Binding | • Sleep • Silence • Berserk |
| Subversion | • Breach • Dispel |
| Time | • Haste • Slow |

SECRET

ブックマーク

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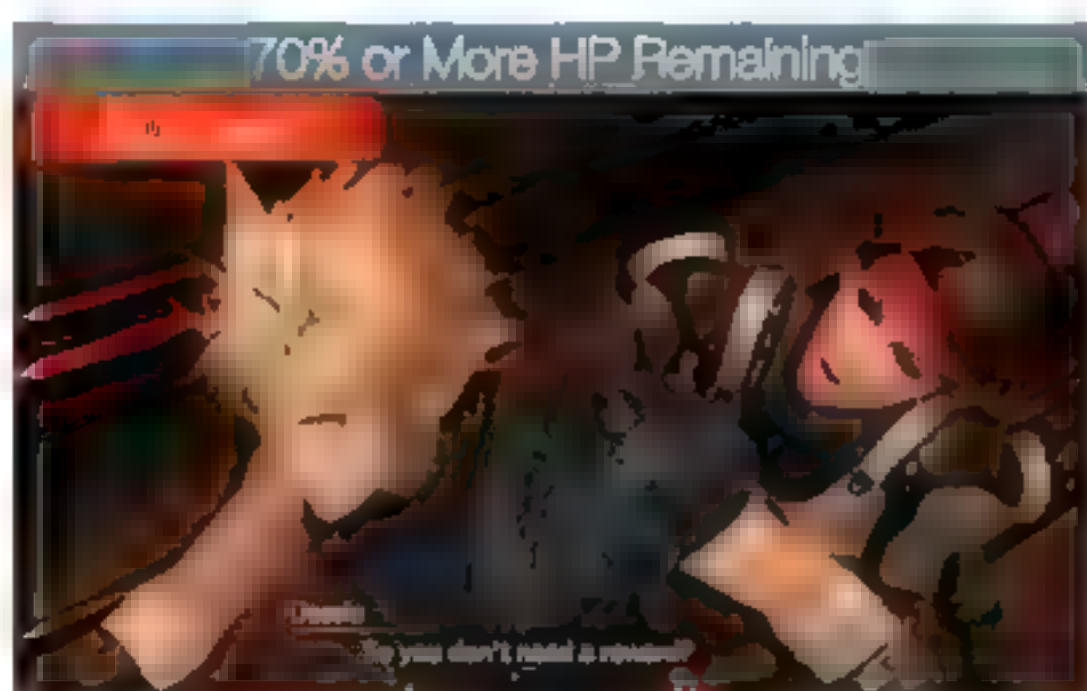
No.
40

Drive the motorcycle well and leave Jessie satisfied.

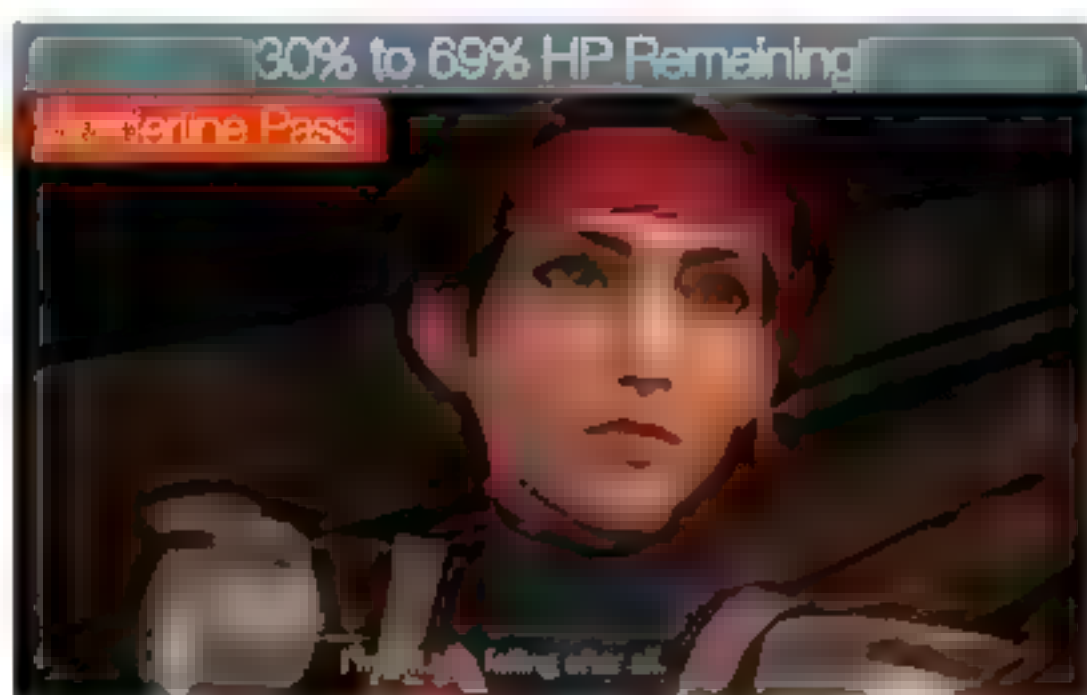
Jessie's Score

When you complete the bike game during the "Motor Chase" section of Chapter 4, Jessie will grade Cloud on how well he's driven. Her assessment will vary between the three grades shown below depending on Cloud's remaining HP at the end of the bike game. If you achieve the highest rating, you'll unlock the Biker Boy trophy, so be sure to give it your best shot. Setting the game's difficulty to classic or easy will reduce the amount of damage you take from enemy attacks, making it easier to achieve a higher grade.

● Variations in Jessie's Assessment According to Cloud's HP



↑ You're given a surprise kiss as a reward for passing the test. Jessie teases Cloud when he lapses into silence, at a loss for how to respond.



↑ Cloud says, "Just hold on tight, will you?" to which Jessie jokingly replies, "I might... be falling after all. Psych!"



↑ "You're great at scaring your passengers," Jessie says dejectedly, for which Cloud excuses himself, saying, "Not used to having any."

※ You'll receive the same assessment as if you'd finished with 29% or less HP remaining in any of the following cases. Jessie is forced to restore your HP; you choose to retry the minigame; or you skip the bike game segment.

No.
41

How you proceed with a certain quest changes what information appears in the "Quest" menu.

The "Quest" Menu

Quest **12**, "Paying Respects," which can be accepted in Chapter 8, involves searching for the Graveyard Key in order to visit the slums' public cemetery. If you proceed step-by-step through the quest and consult with Oates, you'll learn that the Graveyard Key can be found at the Moogles Emporium; however, it's possible to obtain it in exchange for a Moogle Medal before the quest even begins. If you already have the Graveyard Key when you agree to take on Quest **12**, not only will Aerith's dialogue be different, but the information in the "Quest" menu will also change, as shown below.

● Differences in the "Quest" Menu Depending on When the Graveyard Key Is Obtained



↑ If you start Quest **12** after obtaining the Graveyard Key, Aerith will inform you that it's already in your possession.

No.
42

Break away from the other gym members with a head start.

The Squat and Pull-Up Contests

Immediately after beginning the squat or pull-up contest, a large circle of light will gradually constrict until it overlaps the first button icon, at which point the icon will glow. While it may look at first as though you should wait until the button icon glows before pressing it, you can actually press the button before it glows and still register a successful input.



◀ You can press the button any time from this moment on. The pull-up contest is particularly challenging at the pro level, so be sure to start moving as soon as possible.

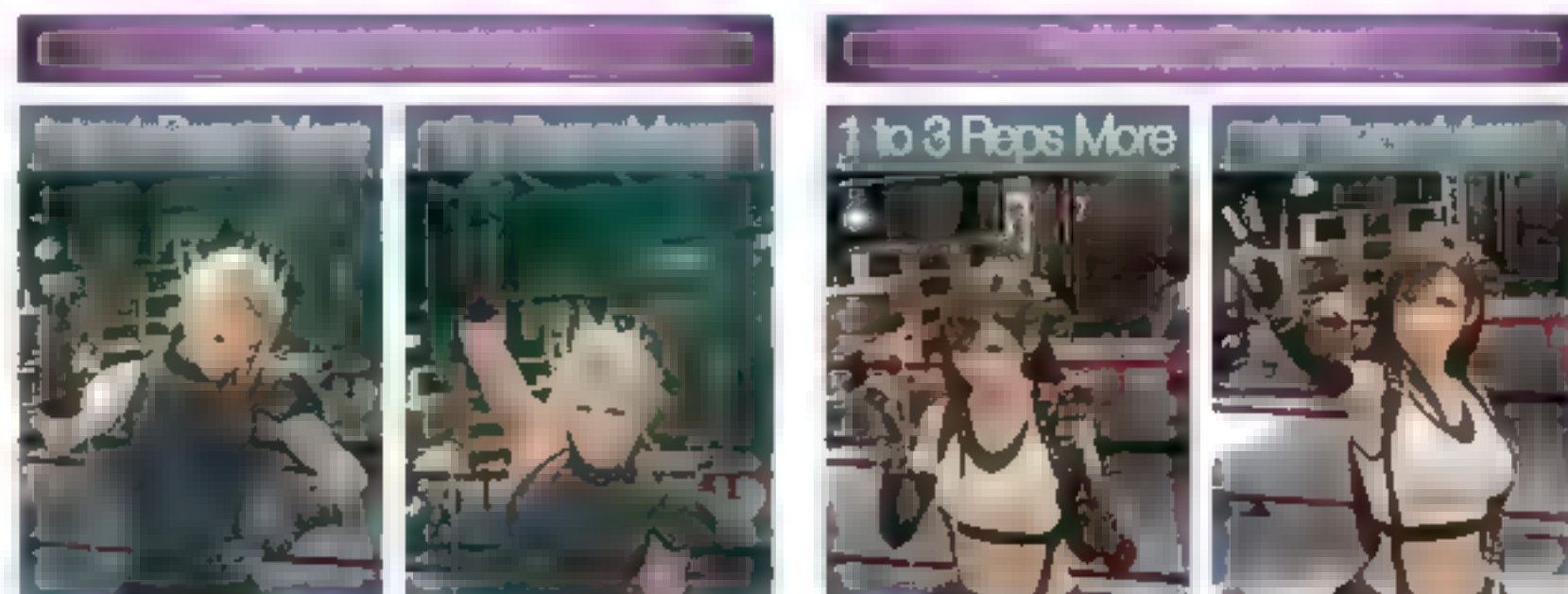
No. 43

You can see a special pose if you win by a large margin

The Squat and Pull-Up Contests

Cloud and Tifa will strike a pose whenever they defeat their opponent in the squat or pull-up contest. There are two victory poses for each character, as shown in the picture at right, which change depending on how many more squats or pull-ups they perform than their opponent.

Changes in Victory Poses According to Number of Squats or Pull-Ups



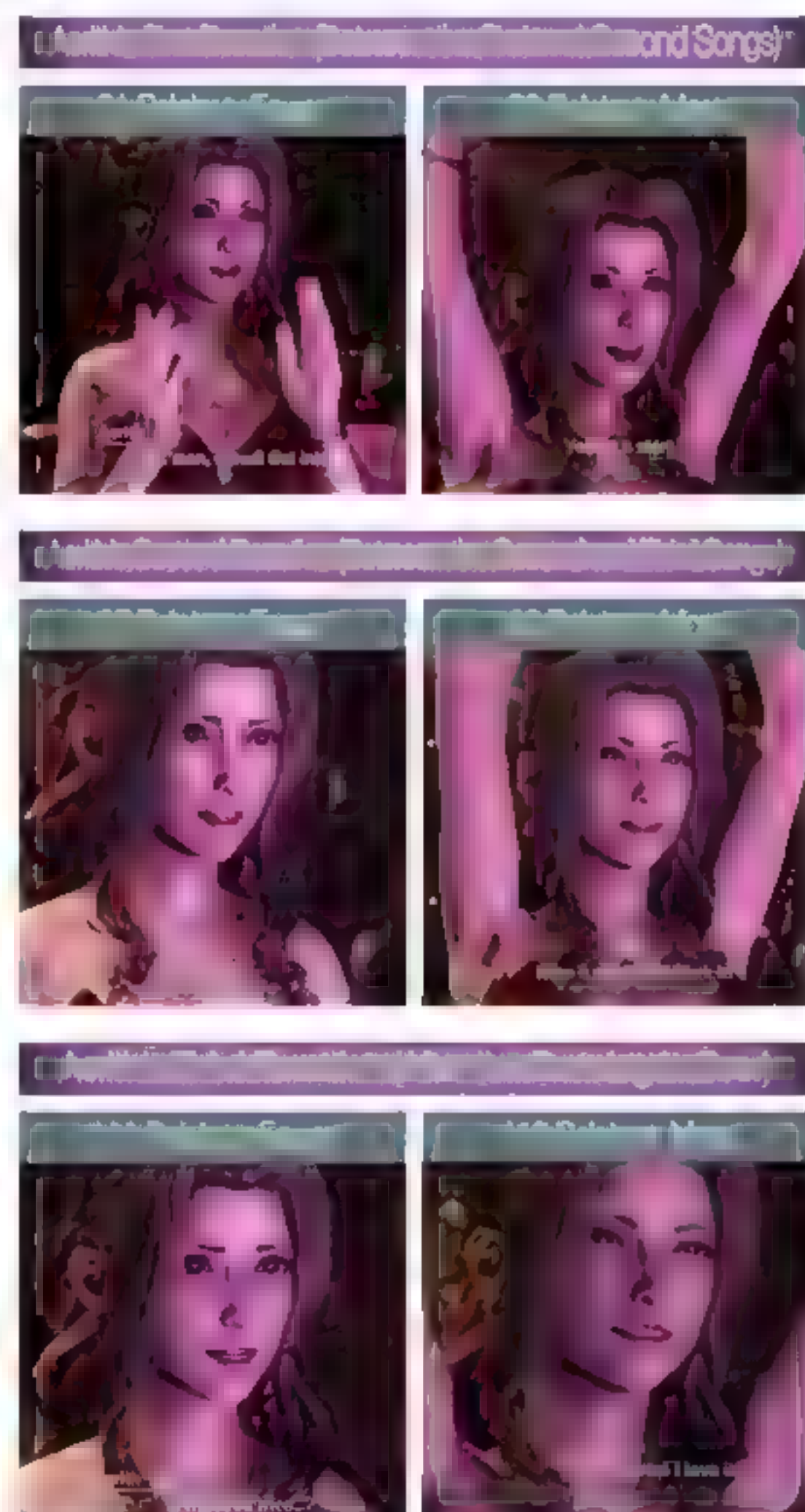
No. 44

Aerith's reactions vary with the quality of the dancing

Honeybee Inn Dancing

During the Honeybee Inn dance routine, Aerith and the honeygirls are shown on screen reacting in the audience whenever the song changes. At these times, if you've earned enough points with correctly timed button inputs (see p. 449), Aerith will get especially fired up, as shown in the pictures below.

Changes in Aerith's Reactions According to How Many Points You've Earned



No. 45

An efficient way to collect Moogle Medals

Moogle Medals

If you're looking to collect Moogle Medals, you should stop by the treasure horde (see p. 342) in the Sector 5 slums' Nuts 'n' Bolts Hills after completing Chapter 14's Quest 22, "Tomboy Bandit," and obtaining Corneo's Vault Key. There you can find 40 boxes belonging to Corneo, and the first time you destroy them you can acquire upwards of 10 Moogle Medals. Furthermore, if you save your game and reload, the boxes in Corneo's trove will respawn, with each one having a 5% chance of yielding a Moogle Medal when destroyed.



By repeating this process of saving, reloading, and destroying Corneo's respawned boxes, you can quickly rack up a large number of Moogle Medals.

No. 46

The strength of the summons you fight during VR Missions will increase to match your story progress

Summon Battles

You can fight a variety of enemies in the VR Missions unlocked after talking to Chadley. From among these, the enemies you face in the battles with Shiva and Fat Chocobo will increase in level to match your progression through the main scenario, as shown in the table below. This means you can't secure an easy victory simply by proceeding with the story and raising your own levels.

Changes in the Levels of Summon Battle Enemies

| Chapter | Level | Chapter | Level |
|--------------------|-------|--------------|-------|
| Chapter 8 | 16 | Chapter 16 | 30 |
| Chapter 9 | 18 | | |
| Chapters 13 and 14 | 25 | All Chapters | 32 |

*Regardless of timing, Leviathan's level will be fixed at 35 and Bahamut's at 50

Variety Secrets

No.
47

Take a moment to watch Cloud et al.'s idle poses

Honeybee in *Plains*

If you stop moving your characters around the game-play field for a little while, Cloud and his teammates will assume the following "idle poses" as they wait around with nothing to do. Each character has several different

idle poses, so it's a good idea to take a break from your adventure and observe them as they cycle through these various stances.

Primary Idle Poses for Each Character



No. 48 You can sit on benches or break boxes when controlling characters other than Cloud

Exploration Movements

At certain points during the main scenario, you'll get the chance to explore while controlling characters other than Cloud. While controlling them, you can perform actions like sitting on benches and destroying Shinra boxes.

● Bench Sitting and Box Destruction Movements for Each Character



※ Barret can be controlled during Chapter 13, Tifa during Chapters 16 and 17 and Aerith during Chapters 9, 10, and 12
※ There are no benches to come across when playing as Aerith

No. 49 Keep an eye out for the key items Cloud and his party wear

Key Items

Certain key items will change Cloud and his party's appearance when in their possession, as shown below. Aside from the Yellow Flower, they can be rather difficult to spot, so try not to miss them.

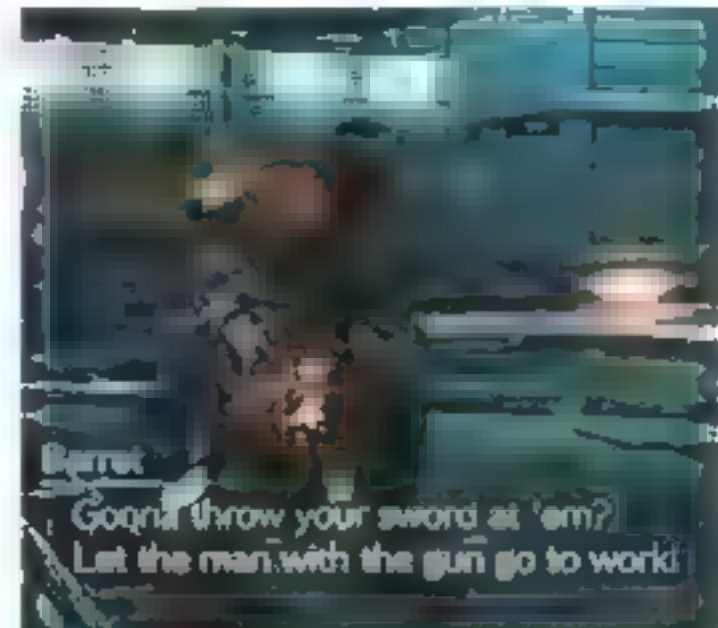
● Key Items That Affect Appearance



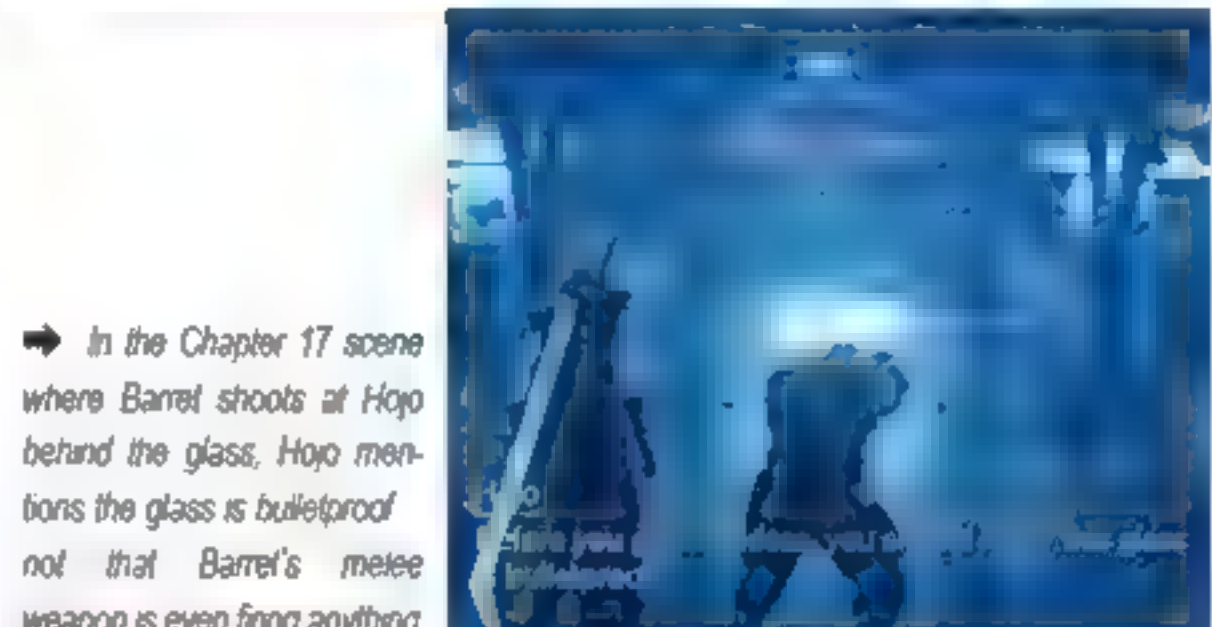
No. 50 Equip various weapons and watch how event scenes differ

Event Scenes/pages

During event scenes, Cloud and his companions will converse and make motions with the weapons they currently have equipped at the time (though some scenes will automatically revert to certain equipment). As shown below, this can lead to rather amusing situations depending on the weapons.



← Equipped with a melee weapon in Chapter 1, Barret boasts, "Gonna throw your sword at 'em? Let the man with the gun go to work!" Little does he know, his attacks will also fall short



→ In the Chapter 17 scene where Barret shoots at Hoo behind the glass, Hoo mentions the glass is bulletproof not that Barret's melee weapon is even firing anything



← During the escape from the Shinra Building in Chapter 17 Cloud throws his equipped weapon, affording us the rare spectacle of the Nail Bat piercing one of the building's windows.

No. 51 Barret's depiction in the main menu changes when he takes off his sunglasses

Barret in the Main Menu

Barret is ordinarily seen favoring a pair of sunglasses, but in Chapters 12 and 13 he chooses not to wear them. At this time, Barret's portrait in the main menu will also depict him with his sunglasses off.

● Changes in How Barret Is Depicted in the Main Menu



No.
52

How many times can you hear Cloud say "not interested" during the game?

Cloud's Old Repeated Phrase

Fans of *Final Fantasy VII* will no doubt consider "not interested" to be one of Cloud's most memorable phrases. Though this line appears a great many times in the original version of the game, it can only be heard a mere four times* in this work.

**Only a scant one time in English*

Scenes Where Cloud's "Not Interested" Can Be Heard

| Chapter | Scene Where "Not Interested" Can Be Heard |
|---------|---|
| 1 | During "Enter the Reactor Grounds" while waiting for the gate to open, after Wedge asks Cloud if he's also a true believer concerned for the future of the planet |
| 4 | During "Sector 7-6 Annex Infiltration," when Biggs and Wedge express their worry that Jessie will beat them up. |
| 8 | During Quest a , "Kids on Patrol," when Aerith asks Cloud about Ms. Folie's dream." |
| 9 | During "Tour Guide," when Aerith asks Cloud if he wants to check out Wall Market just before they enter the collapsed expressway." |



↑ In Chapter 4, Cloud can also be seen striking his "oh well" pose from the original game, shrugging his shoulders and raising both hands

*Cloud's response is instead translated as "not my problem" in the English localization

*Cloud's response is instead translated as "no idea" in the English localization

*Cloud's response is instead translated as "not really" in the English localization

No.
53

All the places you can hear Jessie's new "psych!" catchphrase

Jessie's Catchphrase

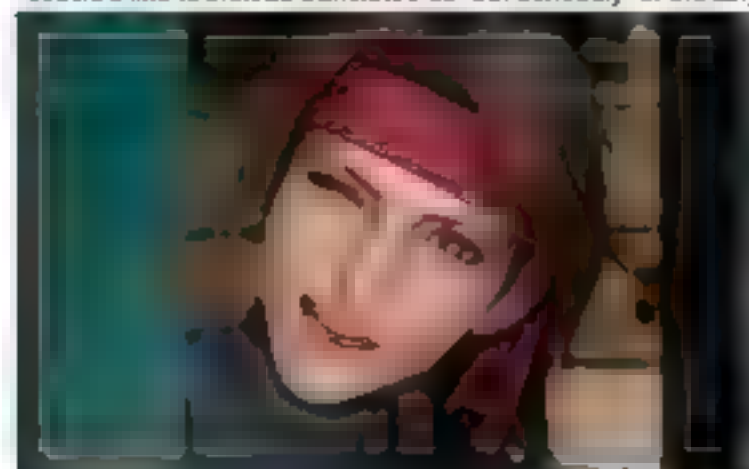
While Jessie may be remembered for her "Clumsy old me" catchphrase from the original version, in this game she's been given a brand new tagline: "psych!" It can be heard in the four* scenes listed in the table below. Is she just teasing Cloud in all of them?

**Only three times in English*

Scenes Where Jessie's "Psych!" Can Be Heard

| Chapter | Scene Where "Psych!" Can Be Heard |
|---------|---|
| 3 | During "The Jessie Job," when she speaks to Cloud after waiting in front of his room. |
| 3 | During "The Jessie Job," after Cloud responds no when Jessie asks, "You all set?" |
| 4 | During the bike game (see p. 432), if you receive a borderline passing grade from Jessie (see p. 708). |
| 4 | During "Remaining Payment," just before Cloud parts with Jessie after visiting her house to claim his reward. |

*Jessie's line is instead translated as "but seriously" in the English localization.



← During "Remaining Payment," she says the line while sticking out her tongue, perhaps in an attempt to hide her embarrassment from Cloud

No.
54

A list of scenes starring the dark horse fan favorite (?) Shinra Middle Manager

The Shinra Middle Manager

A famous character from the original version of the game, the Shinra Middle Manager can be seen here and there throughout this work as well. Let's take a look at all the places the Shinra Middle Manager can be found



CHAPTER 2

← He first appears on the last train bound for the Sector 7 slums. He gets drawn into a confrontation with Barret while talking to his subordinates about the mako reactor explosion

CHAPTER 3

→ He's welcomed back by his wife and daughter after the last train of the night arrives at the Sector 7 slums station. Afterward, he has a lighthearted chat with his daughter in the station plaza.



CHAPTER 3

← He stands around chatting with his subordinate employees in front of Seventh Heaven on the morning after Cloud and his teammates return to the Sector 7 slums

CHAPTER 4

→ At night in the slums, he's in high spirits after being praised by a glasses-wearing man. Could that place where they met in Wall Market be?

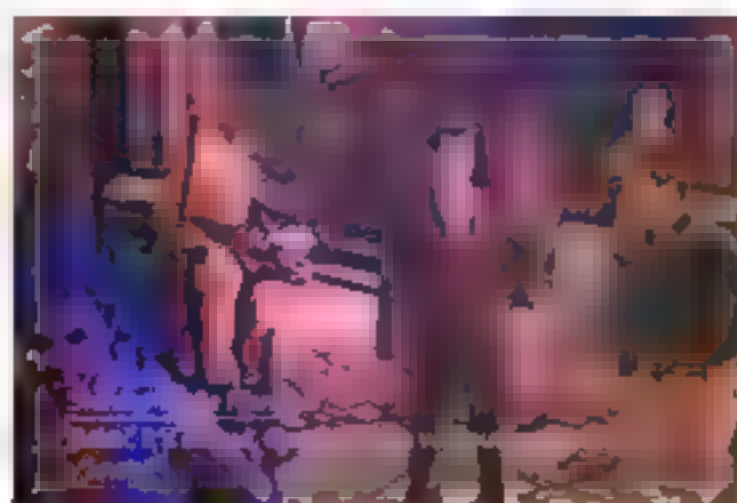


CHAPTER 4

← On the day Cloud and the others set out for Mako Reactor 5, he can be seen talking to his daughter in the Sector 7 slums station plaza before commuting to work.

CHAPTER 5

→ He nearly gets into an altercation with Barret, but is stopped by Cloud. When the train lockdown commences, he lends a hand helping the other passengers evacuate

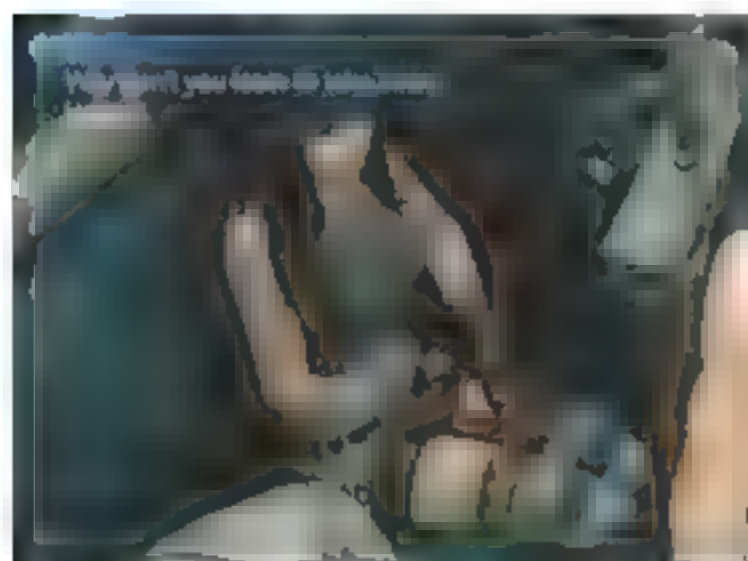


CHAPTER 9

← He visits the Honeybee Inn with a like-minded friend on the pretext of investigating Avalanche. Cloud can speak to him both directly before and directly after dressing as a woman.

No. 55 The self-proclaimed information dealer Kyrie appears early on in the story

Kyrie is a young woman who delivers all sorts of news to people, all the while pickpocketing and committing fraud throughout the slums. The first time Cloud and his party encounter her face to face is in Chapter 14, when she's making a speech to the residents of the Sector 5 slums (see p. 339). However, as shown in the pictures below, she also appears earlier on the red-eye train and in the Sector 7 slums.



← She can be found aboard the last train out during Chapter 2. If you stand near her, she'll tell you you're getting in the way of her work. By "work" she probably means

→ During Chapter 3, she tells the slum dwellers in front of Seventh Heaven about the situation in Sector 8, demanding three gil as payment



No. 56 Johnny's father pops up all around Wall Market while chasing his son

While exploring Wall Market in Chapter 9, you can encounter Johnny's father nearly everywhere you go. He's apparently come to Wall Market to deliver his son's favorite pillow after Johnny up and left the Sector 7 slums. However, he seems to have gotten totally sidetracked enjoying himself at attractions like the underground colosseum and the Honeybee Inn....

Places You Can Encounter Johnny's Father in Chapter 9

| | |
|--|--|
| Immediately after arriving in Wall Market | In the lobby of the inn |
| After Madam M requests that you enter the Comeo Cup | In front of the building above the underground colosseum |
| After winning the Comeo Cup in the underground colosseum | In front of the Man Among Men gym |
| After joining back up with Aerith in her new dress | In a private room in the Honeybee Inn |



↑ Utterly inebriated at the Honeybee Inn, enjoying some one-on-one time with a honeygirl.

No. 57 All the places where Beck's Badasses, the loathsome yet lovable small-time crooks, make an appearance

Beck's Badasses are a trio made up of Beck, Burke, and Butch who commit muggings along the collapsed expressway in the Sector 6 slums. They appear in the five locations shown in the table below, with their dialogue changing at each one



← They can be fought up to three times during Chapter 14. They're fired up at first, but gradually lose steam after repeated encounters.

Places Where Beck's Baddasses Appear

| Chapter | Place of Appearance |
|---------|---|
| 9 | Collapsed Expressway, Lower Level - Thugs' Lair |
| 9 | Wall Market - Underground Colosseum (encountered as opponents during the semifinals of the Comeo Cup) |
| 9 | Collapsed Expressway - Utility Tunnel 2 (encountered while progressing through Quest 14a, "The Price of Thievery") |
| 13 | Collapsed Expressway, Lower Level - Bandits' Den |
| 14 | Collapsed Expressway, Lower Level - Bandits' Den (Their appearances depend on how many Chapter 14 quests you've completed: once for 3 to 5 quests, twice for 6 to 8 quests, and thrice for all 9 quests. If you've completed enough quests to have them appear several times in succession, there will be a three-minute respawn timer after defeating them.) |

No. 58 Rarely seen reactions from Shinra's research intern Chadley

Chadley appears in several locations as he goes about conducting research into materia, soliciting Cloud to lend a hand in his investigations. However, if you talk to him at certain points during Chapter 9, he'll react differently than usual.

After You're Hailed by Johnny in Front of the Hand Massage Parlor



← He guesses that Cloud is busy with something and makes no mention of battle intel reports

After Cloud Dresses Up as a Woman at the Honeybee Inn



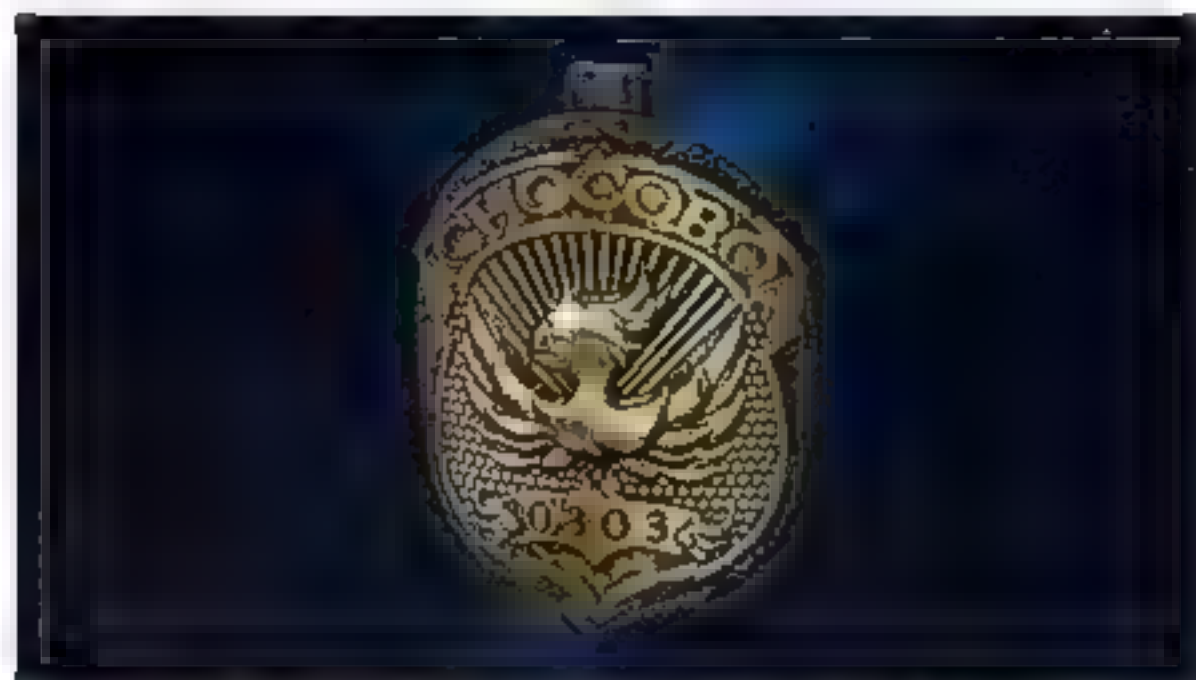
← Not realizing it's Cloud who's come to talk to him while dressed as a woman, he grows unusually flustered

No.
59

The significance of the numbers on the Sam's Delivery Lifetime Pass

The Sam's Delivery Lifetime Pass

The numbers "0303" have been engraved on the Sam's Delivery Lifetime Pass, which you receive as a reward for Quest **17** "Chocobo Search," in Chapter 14. These numbers may seem inscrutable at first glance, but if you think of them as a real-world date in 2020...



↑ If you select the Sam's Delivery Lifetime Pass from the "Inventory" list in the main menu, you'll be able to make out the numbers "0303."

No.
60

Look out for the icon in the bottom-right corner of the screen when traveling via chocobo carriage

The Loading Icon

When you board a chocobo carriage and choose a destination in Chapter 14, you'll have to wait for a moment while the game data loads. During this time, an icon will be displayed in the lower-right corner of the screen. Unlike the usual loading icon, there will instead be a chocobo icon, to the left of which is shown the location name of the chocobo stop you're traveling to.



No.
61

Treasure chests that give off purple light contain valuable weapons

Treasure Chest, Undercity

Generally speaking, it's impossible to tell what's inside a treasure chest just from looking at it. However, if and only if a chest contains a weapon, its exterior will give off a purple light, allowing you to distinguish it from the other treasure chests.



↑ Unlike normal treasure chests, which give off a yellow light, chests containing weapons will glow purple. If you spot one, make sure to open it.

No.
62

Rude's favored ringtone is a certain familiar melody

The Cell Phone Ringtone

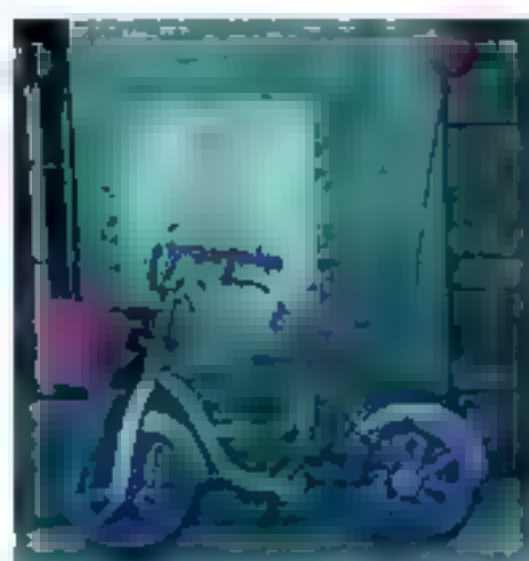
On the way back to Aerith's house during Chapter 8, a battle occurs with Rude (see p. 268, Step 26), immediately after which Rude receives a phone call from Reno. At this time, Rude's cell phone will play a ringtone that fans of *Final Fantasy* will be familiar with: the battle victory fanfare. Incidentally, Loz from *Final Fantasy VII: Advent Children* also has this fanfare set as the ringtone on his cellphone.

No.
63

What are moogles doing in a place like this? The mystery of the bicycles parked in the residential area

The Children's Bicycles

In the Sector 7, Employee Housing Area - Mid-Level Employee Housing map, various children's bicycles and tricycles can be found, several of which are designed in the image of moogles, the mascot characters of the *Final Fantasy* series. Try to find them as you make your way toward Jessie's parents' house in Chapter 4.



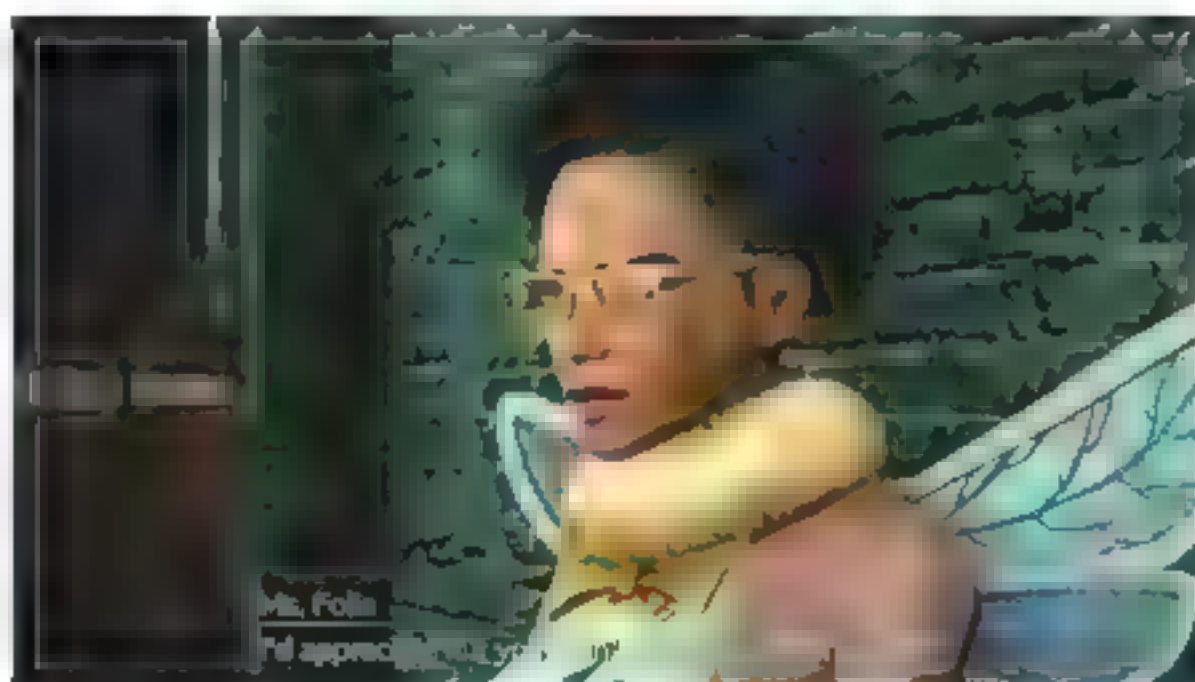
← The white and purple frame is reminiscent of a moogle, as is the pink basket that serves as a nose. There are also tiny wings and a red pom-pom attached to the back wheel.

No.
64

Reuniting with an unexpected character in nighttime Wall Market

Ms. Folia

While in Wall Market in Chapter 9, if you enter the alley beside the Honeybee Inn, you can encounter a honeygirl taking a break. This honeygirl is in fact Ms. Folia, who works at the Leaf House in the Sector 5 slums. The conversation you have with her at this point will differ depending on whether you started Quest **8**, "Kids on Patrol," back in Chapter 8. Furthermore, if you're carrying the VIP Card from Quest **14b**, "The Party Never Stops," you can hear from Ms. Folia about the card's owner.



↑ If you started Quest **8** you can speak to the honeygirl twice to reveal that she's actually Ms. Folia.

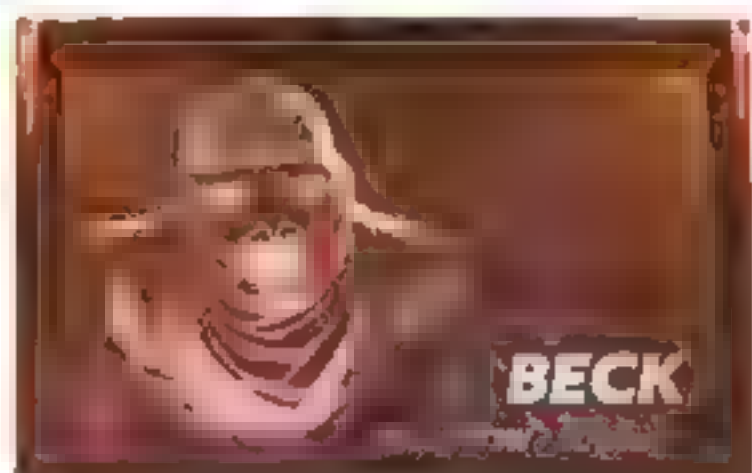
No. 65 You can see a profile for each contender on the colosseum's monitor
The Corneo Cup

A giant monitor has been installed in the arena of Wall Market's underground colosseum. When you compete in the Corneo Cup in Chapter 9 (see p. 286, Step 17), the names and records of Cloud's party and his opponents are displayed on this monitor, so make sure to glance up as you battle it out.



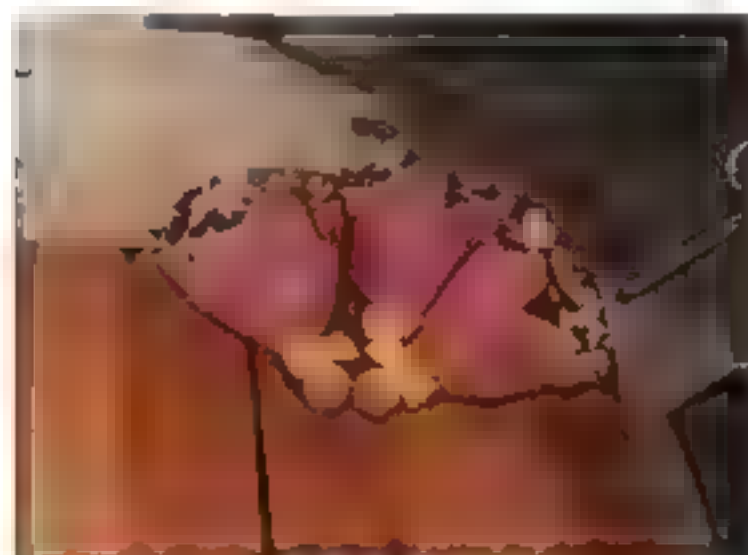
← The profile for Cloud, a first-time contender. The red icon above his name indicates that Madam M is his sponsor.

→ Beck's Badasses, who battle in the semifinals, have a record of 13 wins and 5 losses, with 3 of their 5 losses due to disqualification.



No. 66 Fans send flowers whenever you advance to the next round in the colosseum
The Corneo Cup

In Chapter 9, whenever you advance to the next round of the Corneo Cup (see p. 286, Step 17), congratulatory flowers will be delivered to Cloud's team's waiting room. These flowers will become more and more lavish as you progress to the semifinals and then to the finals.



← There aren't that many congratulatory flowers after winning the first round—just three bouquets on the table in the waiting room.



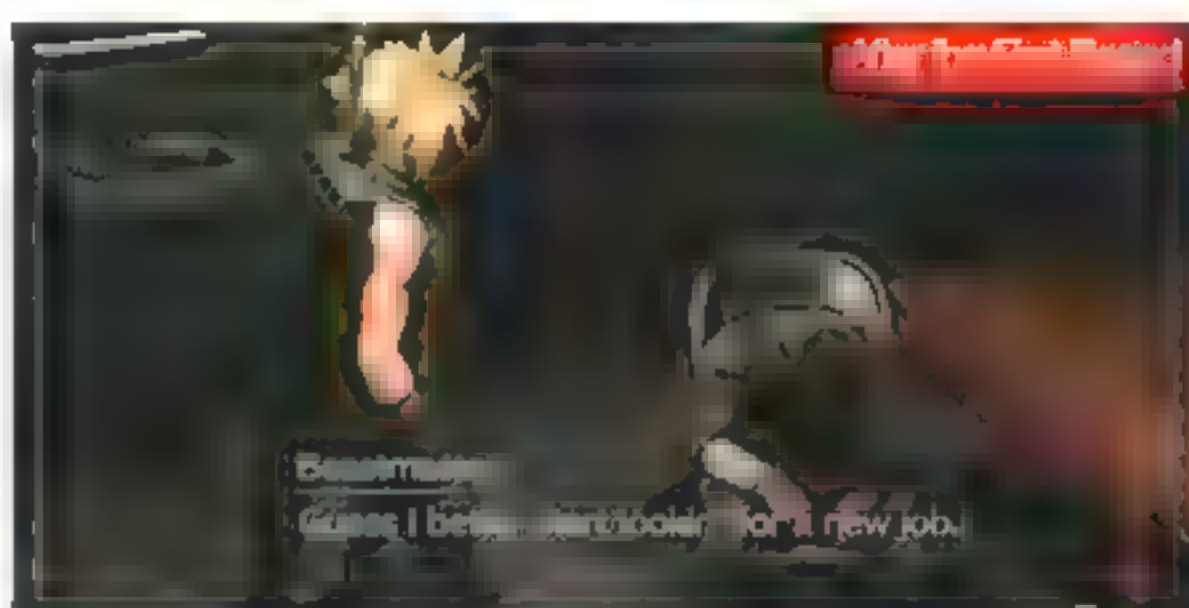
← After winning the semifinals, a gorgeous flower arrangement from Watanabe Florists (a shop in Wall Market) arrives for Aerith and lines the hall outside the waiting room.



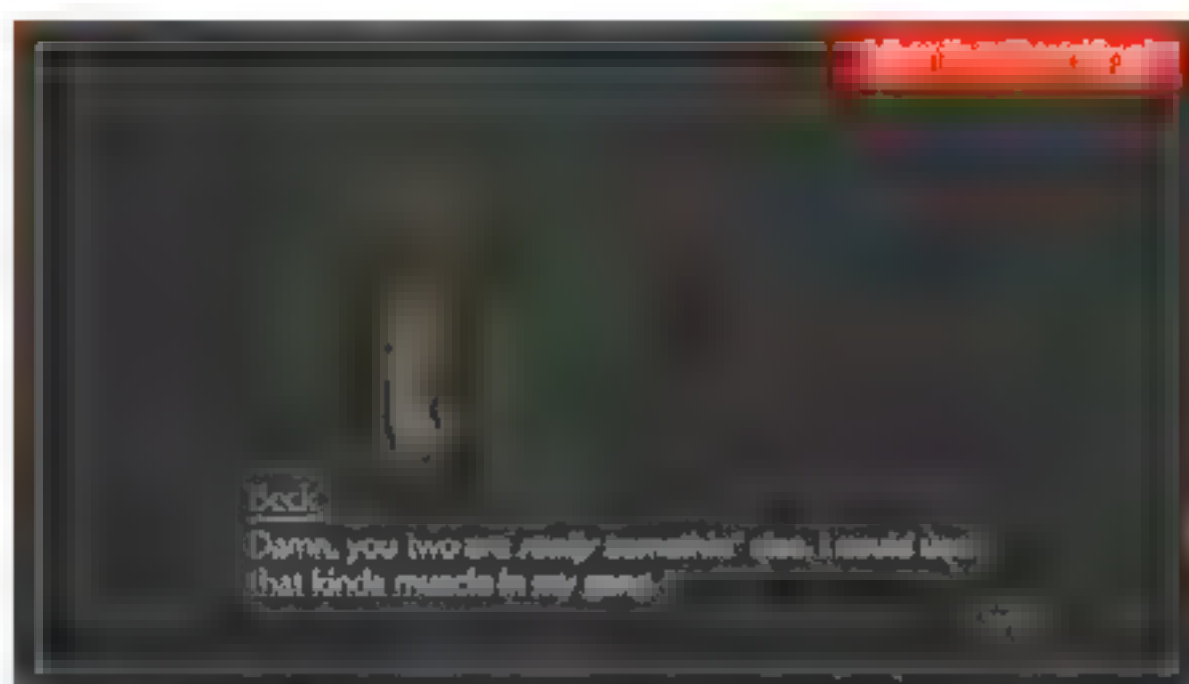
← After winning the finals, a giant flower wreath can be found outside the waiting room. When you win the bonus round that takes place afterward, these flowers will disappear.

No. 67 How things fare with the opponents who return to the waiting room after failing to advance
The Corneo Cup

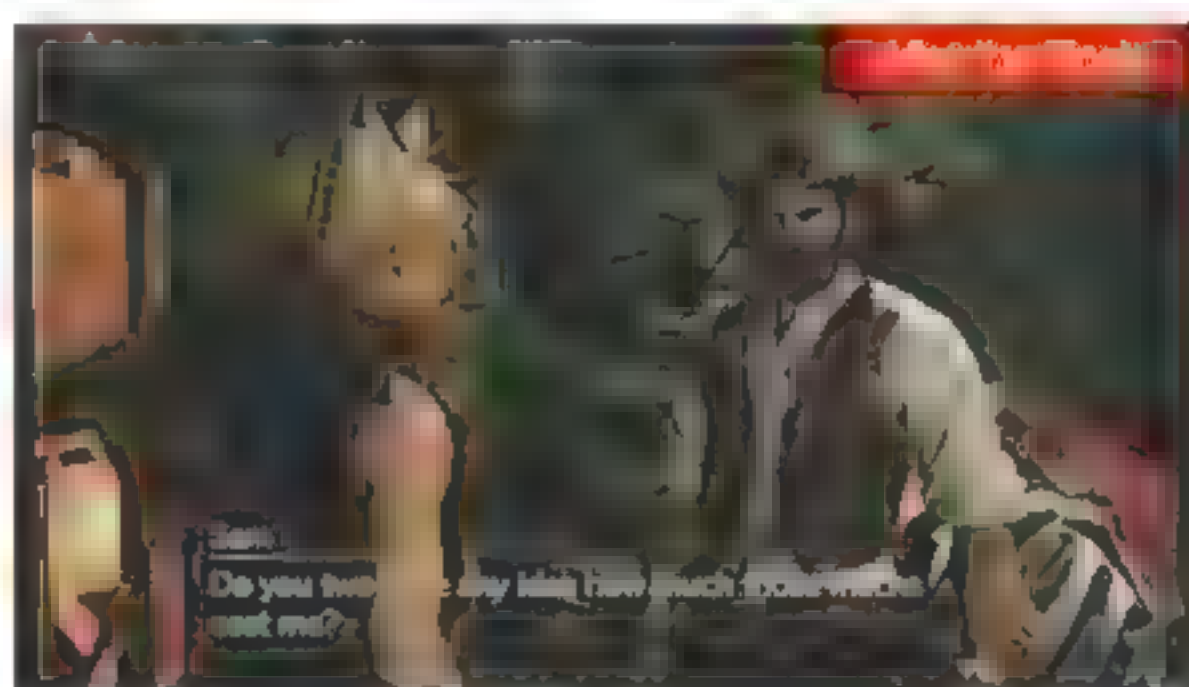
There are two waiting rooms in the underground colosseum. During the Corneo Cup in Chapter 9 (see p. 286, Step 17), Cloud's team uses the room near the elevator, while their opponents use the one near the arena. After each fight has been called, try visiting your defeated opponents in their respective waiting room.



↑ After losing the battle, the Beastmaster sits on a chair with his head hung in disappointment. It seems he's been fired for losing the fight.



↑ Beck, Burke, and Butch sulk about in the waiting room. Beck acknowledges Cloud's strength and invites him to join the crew.



↑ Sam complains to Cloud after his valuable Sweeper and Cutter are reduced to scrap.

No. 68 The dialogue between the man who owns the clothing store and Johnny has a callback to the original game
The Clothing Store Owner's Loss

After completing Quest 14b, "The Party Never Stops" (see p. 415), in Chapter 9, if you speak to the clothing store owner inside his shop, you can hear him and Johnny exchanging a few words, including "soft" [translated as "skimp" in the English localization] and "shimmering" [translated as "silky"]. These two terms also appear in the original version of the game, in which Cloud can choose them when having his crossdressing outfit made (see p. 291). Selecting both allows you to obtain the Silk Dress, which nets the most evaluation points from Corneo.

No. 69

Listen closely to Corneo's chipper humming for a surprise

Corneo's Humming

After grilling Corneo for information in Chapter 9, you'll be forced to answer his "pop quiz." At this time, if you listen carefully to Corneo's absentminded humming as he waits for an answer, you'll be able to make out the chocobo theme song



↑ Note that if you skip the event scene just beforehand, you won't be able to hear Corneo's humming.

No. 70

The familiar-looking masked man in the exhibit's group photo

The Shinra Exhibit Group Photo

If you visit the Shinra Building 60F, Memorial Museum - President Shinra Exhibit map during Chapter 16, you'll see a group photo on display depicting the Shinra Manufacturing employees who became founders of the Shinra Electric Power Company. In the middle of the photograph is a man wearing a strange mask that looks just like the one worn by Shinra, a prodigious young boy who appears in *Final Fantasy X-2*.



← The mask is rather at odds with his formal attire. Could the suited man sitting next to him be a young President Shinra?

→ In *Final Fantasy X-2*, Shinra is a member of the Gullwings along with the protagonist Yuna and her team, and comes up with numerous inventions.



No. 71

A book written by Professor Gast can be found in Aerith's room!

The Book in Aerith's Room

Inside Aerith's room, where Chapter 17 begins, is a book with a blue cover (see picture below). This book was written by Professor Gast, who appears in the original version of the game.



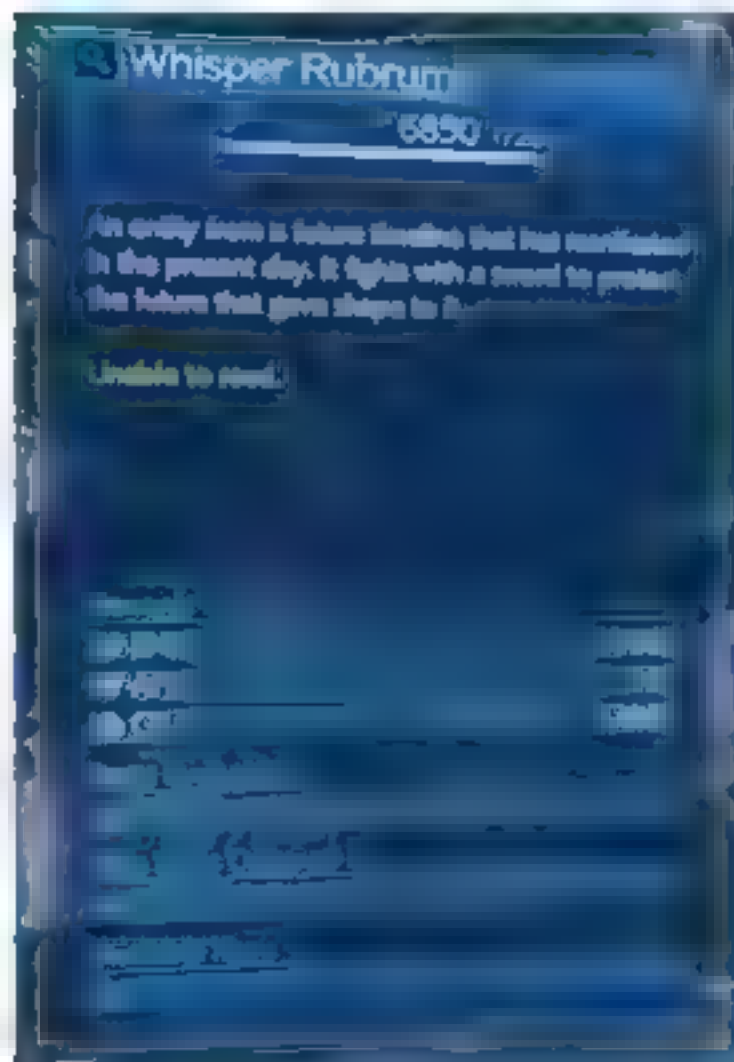
← The author, Gast Faremis, served as the previous director of Shinra's Research and Development Division, and was a pioneer in research on the Ancients

No. 72

The three Whispers' fighting styles closely resemble those of characters from the future

The Whispers' Fighting Styles

During Chapter 18, three Whispers show up to defend the Whisper Harbinger (Whisper Rubrum, Whisper Viridi, and Whisper Croceo), employing unique attacks with a sword, martial arts, and a gun, respectively. The fighting styles used by these three enemies are shared by Kada, Yazoo, and Loz, a trio of antagonists who appear in *Final Fantasy VII: Advent Children*, the story of which is set two years after the events of *Final Fantasy VII*. Furthermore, Whisper Croceo's Velvet Nightmare attack [translated as "Amber Whirl" in the English localization] has the same name as Yazoo's gun.



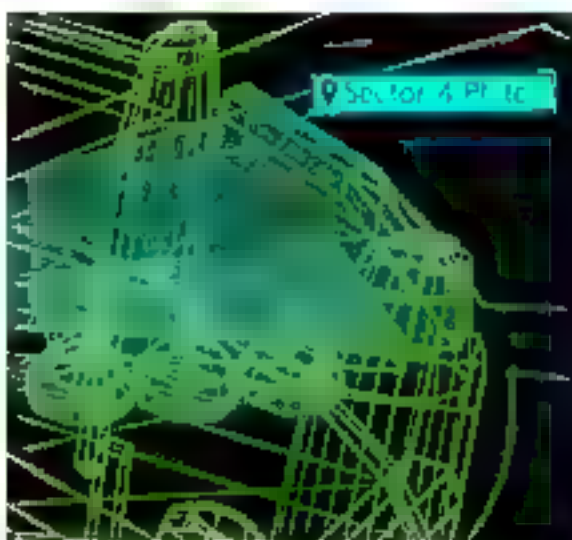
← Using Assess reveals that Whisper Rubrum and its allies are entities drawn from the future's destiny.

No. 73

Keep an eye on the Midgar city map, which changes to match the story's events

The Midgar City Map

If you press the Options button on the map screen, you can see a wire frame model of the whole city of Midgar. As shown below, the Midgar city map will subtly change to match your progression through the story, so take a moment to view it during each chapter.



↑ During Chapter 8, slum suns will be displayed when you visit the Sector 4 plate's interior



↑ From Chapter 13 onward, the Sector 7 urban area disappears and the Sector 7 slums are no more than a heap of rubble

No. 74

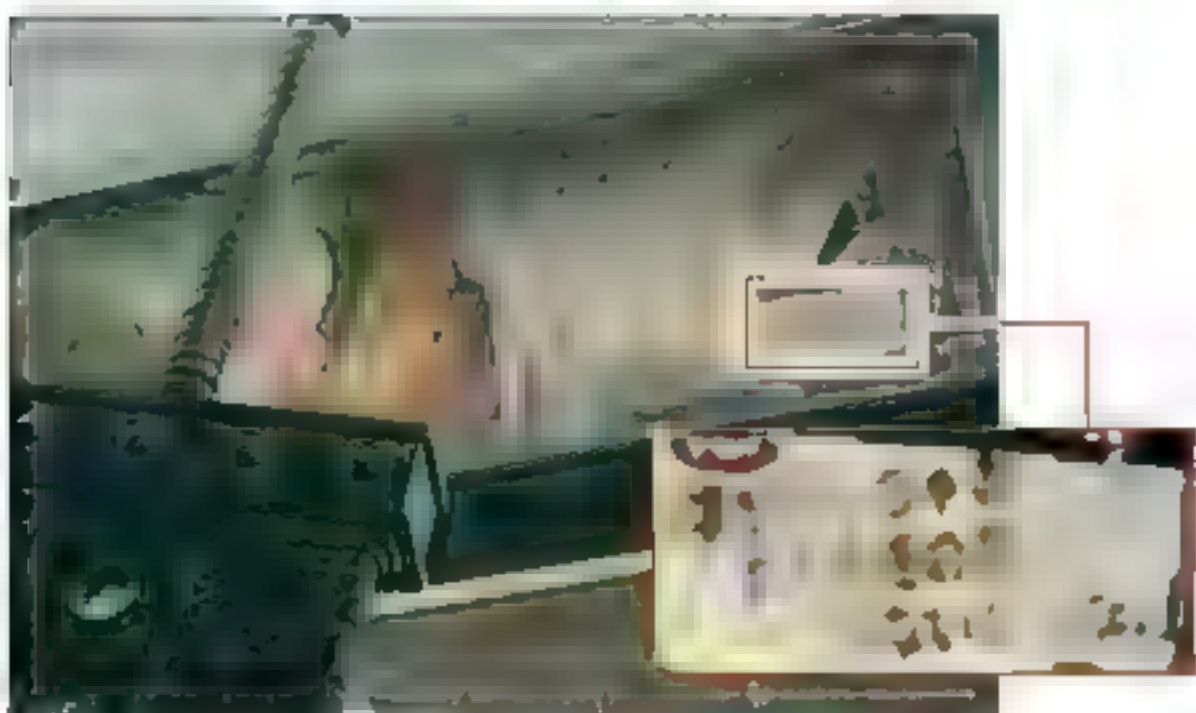
Take a look at the posters and signboards scattered throughout the city

Posters and Signboards

If you take a look at your surroundings in places like the Mako Reactor 1 station and Wall Market, you'll see a variety of eye-catching posters and signboards. In addition to those listed below, there are all sorts of other posters and signboards that offer a glimpse of Midgar's culture.



← Banora White juice posters have been hung in various places, such as the Mako Reactor 1 station. Banora White is the name of an apple known for being the local specialty of Banora, a village that appears in Crisis Core Final Fantasy VII.



↑ If you look at the new publication advertisement posted inside the train, you can make out a famous line from Final Fantasy VI's Setzer on the book's obi: "I can't be the world's fastest man if I've lost my wings." The author's last name is also the same as Setzer's—Gabbiani.

→ A huge billboard of the enka singer Akira can be seen above the buildings in Wall Market. If you visit the Drunkards' Den, you can meet Akira himself performing one of his songs.

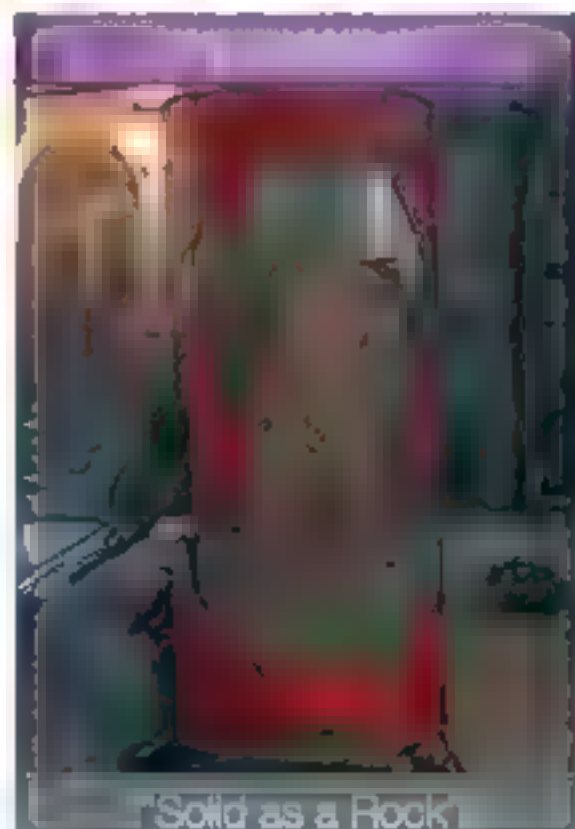
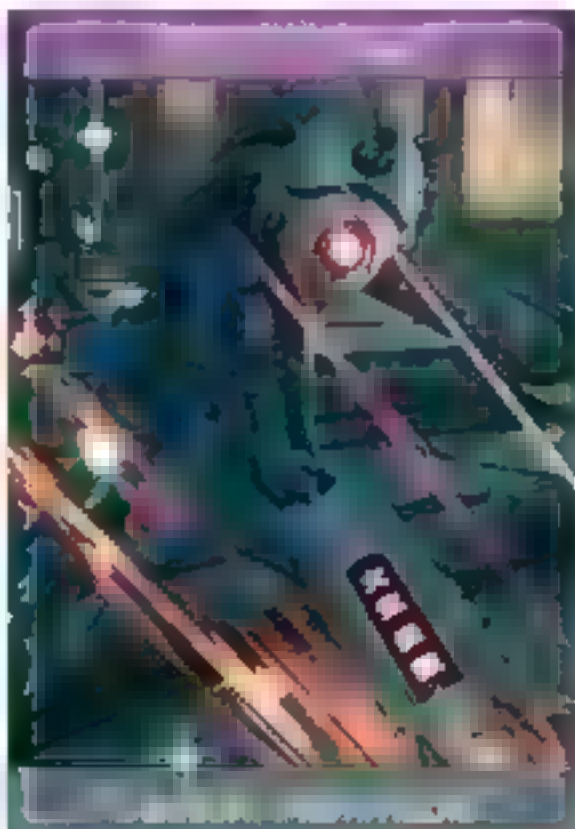


No. 75

Some Shinra soldiers assert themselves by writing words on their equipment

The Words of Enemies

Certain Shinra soldiers have written words on their equipment. Many of them are hard to make out, so try viewing their models on the enemy intel screen to get a clear look.



No. 76

How to read the strange ateji seen around Wall Market

The Words Around Wall Market

Some of the words written on signboards and other things around Wall Market have been forcibly rendered in kanji. Of the four below, "Old Fastened Root End" and "Enduring Death Sound of Shadow" appear in the original game, but the remaining two are brand new to this title.



No.
77

Reminders of the original version can be found in the smallest details

Homages to the Original Game

This game is sprinkled throughout with subtle details that will leave those with knowledge of the original smiling in recognition. Let's check some of them out, along with pictures from back when they originally appeared.

The Buster Sword on the Title Screen

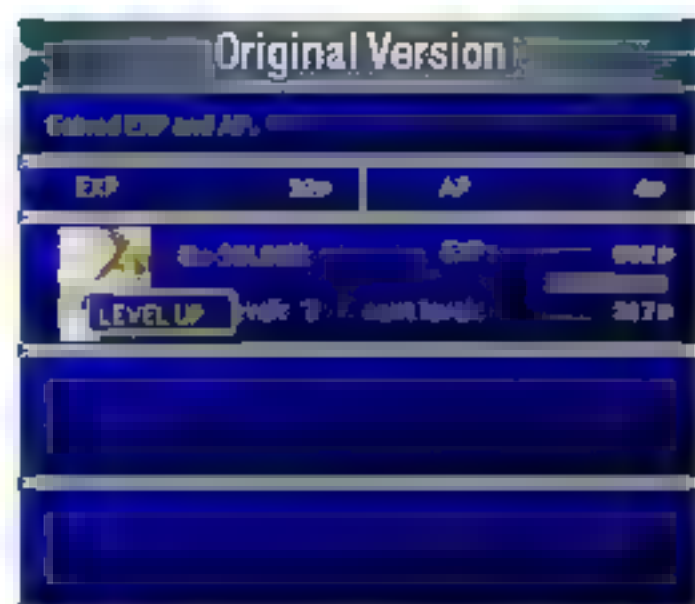
The background for this game's title screen is a remade version of the original game's visual, which depicts the Buster Sword thrust diagonally into the ground. The background music is also an arranged version of "The Prelude," which plays during the original game.



↔ A simple composition showing the Buster Sword illuminated in the dark. Comparing these two pictures gives you a sense of just how much games' graphics have evolved

Leveling Up After the First Fight

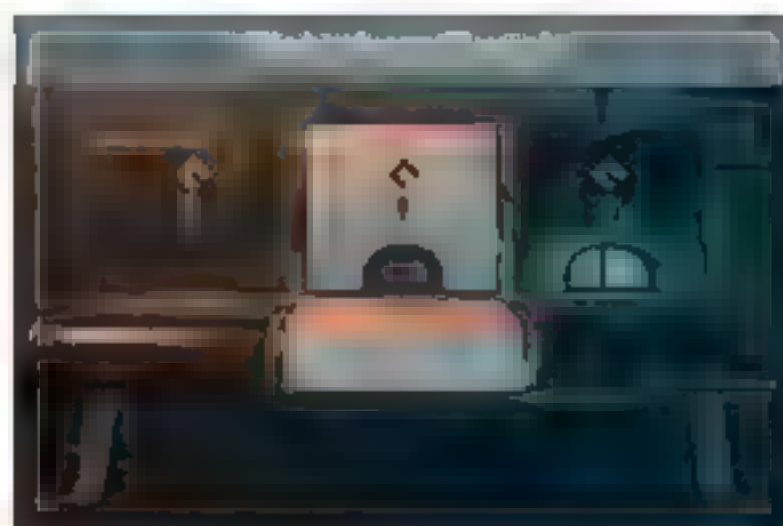
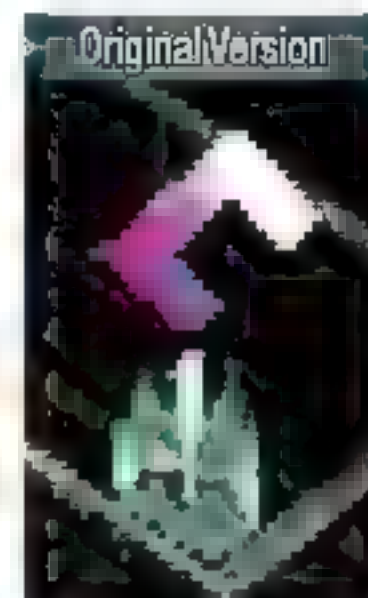
When infiltrating Mako Reactor 1, you'll be forced to battle two Security Officers. The experience points you gain after defeating them will increase Cloud's level from 6 to 7. This sequence of events plays out in this game exactly as it does in the original. Note that in the original version, because this battle occurs before you can input a name for Cloud, his name is displayed as "Ex-SOLDIER."



↑ Security Officer A will always drop a potion. This is a callback to the original version, where you can examine the defeated soldiers to receive potions

The Symbol on the Benches

The symbol depicted on the backs of the benches is modeled after the original game's save point. In the original version, the save point also serves as a place where you can take a break, so it was only fitting to incorporate its design into the rest points in this game.



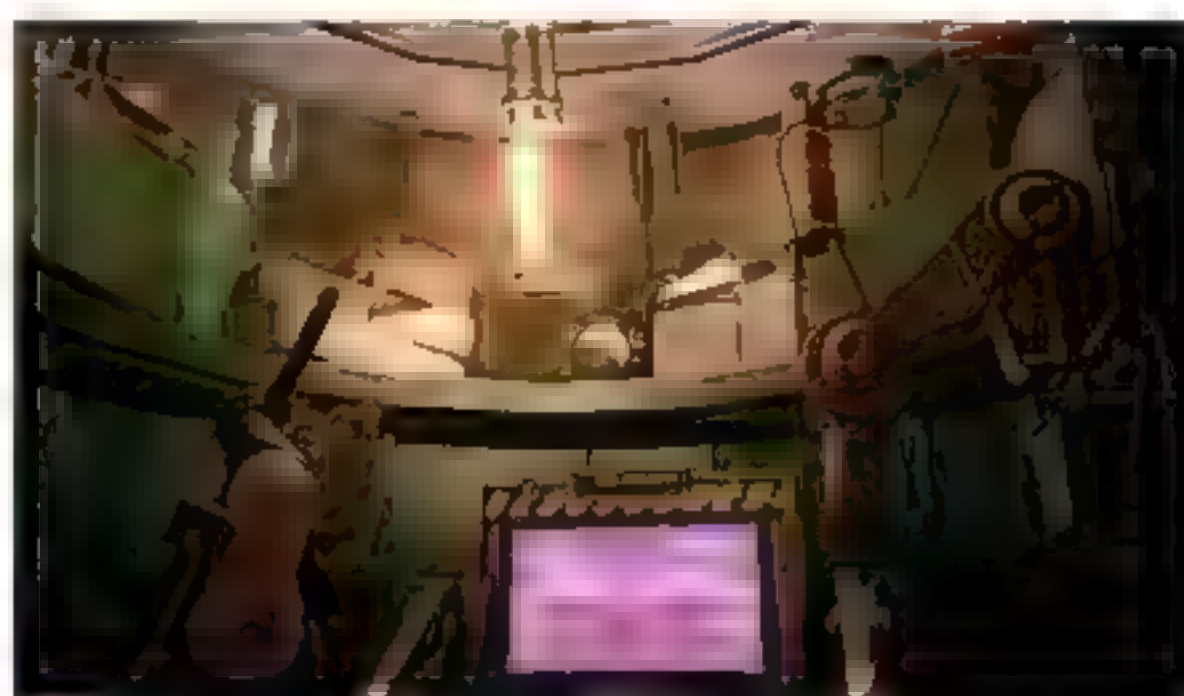
← There are two types of benches, but both bear the same symbol



↑ The icon displayed in the upper-left corner of the screen when saving or loading is also based on the original version's save point

Being Assaulted by the Broken Item Vending Machine

If you examine the terminal in the deserted item shop in Wall Market, the gatling gun on the shop's ceiling will take aim and fire at Cloud. This gimmick is also present in the original version. If you revisit Midgar toward the end of that game and investigate the terminal, you'll be able to obtain Tifa's ultimate weapon, the Premium Heart.



↔ In this game, your only reward is a hail of bullets. Incidentally, the deserted item shop's terminal can only be examined during Chapter 9

The Secret of the Phrases Muttered by the Robo-Librarians

Five robo-librarians can be found in the corporate archives on floor 62 of the Shinra Building. They can be heard playing back messages such as "Mayor. Best." [translated as "Mayor. Very best." in the English localization]. These messages are possibilities that can be chosen as answers to the password quiz Domino poses to Cloud and his party in the original game (see p. 377). Unfortunately, one of the robo-librarians seems to be malfunctioning, and is playing messages unrelated to the [Japanese] passwords, such as "Mayor. Worst?" [translated as "Mayor. Very bad?" in the English localization].



↑ The [Japanese] password is a four-character phrase that combines "mayor," "Shinra," or "mako" with "best," "worst," or "bomb" [translated as "explosive" in the English localization]. Is the malfunctioning robot simply getting the combinations wrong?

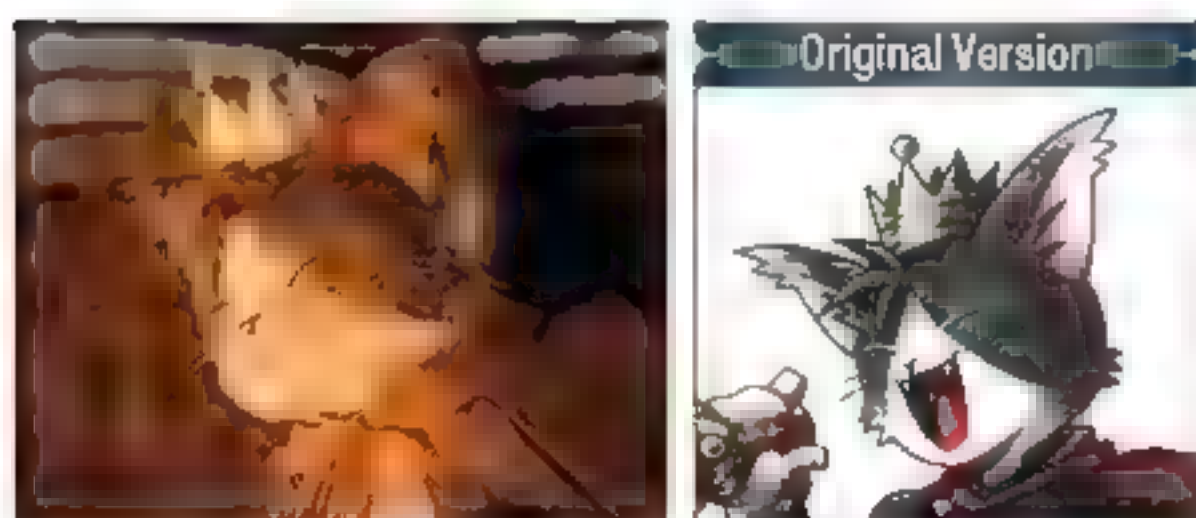
The Names and Designs of the Items in Corneo's Secret Stash

Each of the three tiaras you collect in Quest 23, "Corneo's Secret Stash," is designed after one of three weapons you can fight in the international version of Final Fantasy VII. Try comparing the portraits of the tiaras on page 507 with the pictures below.



A Familiar-Looking Cat in a Momentous Scene

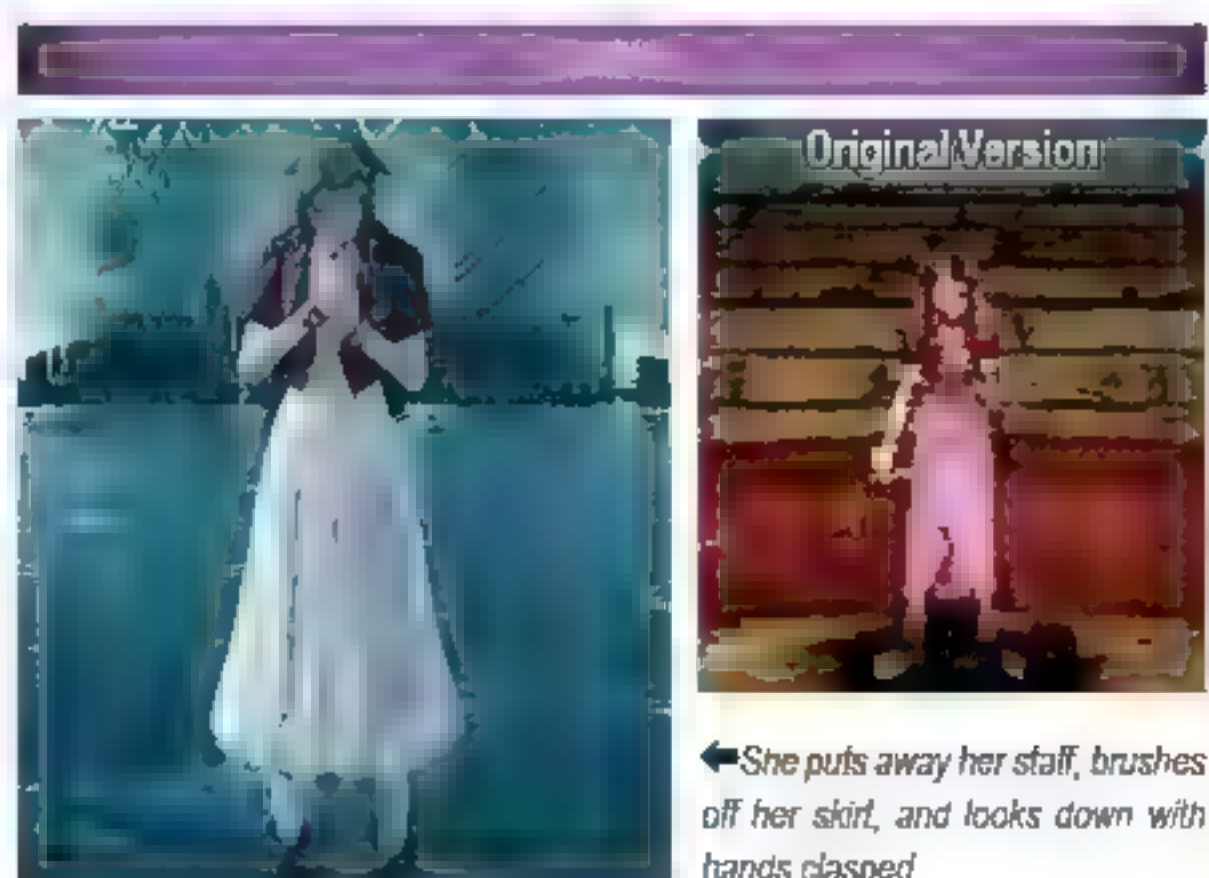
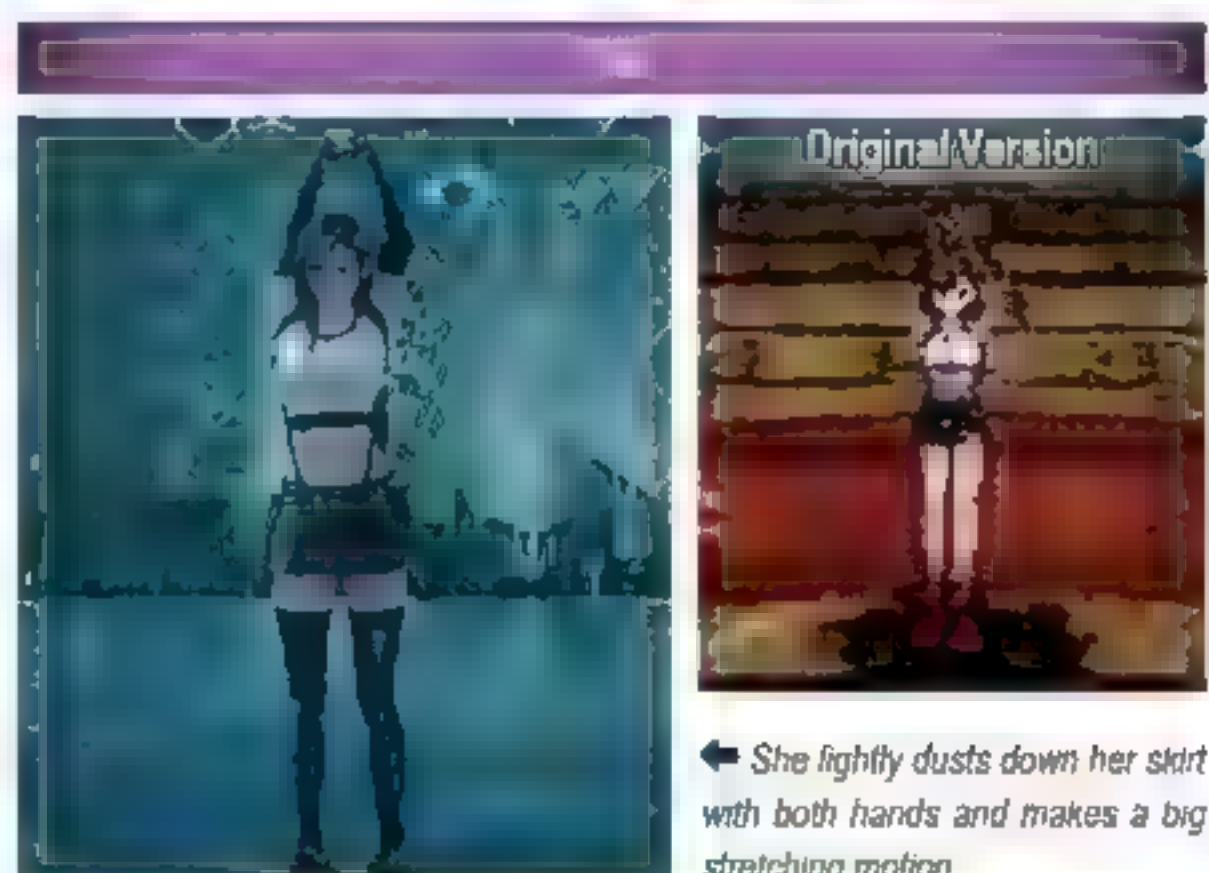
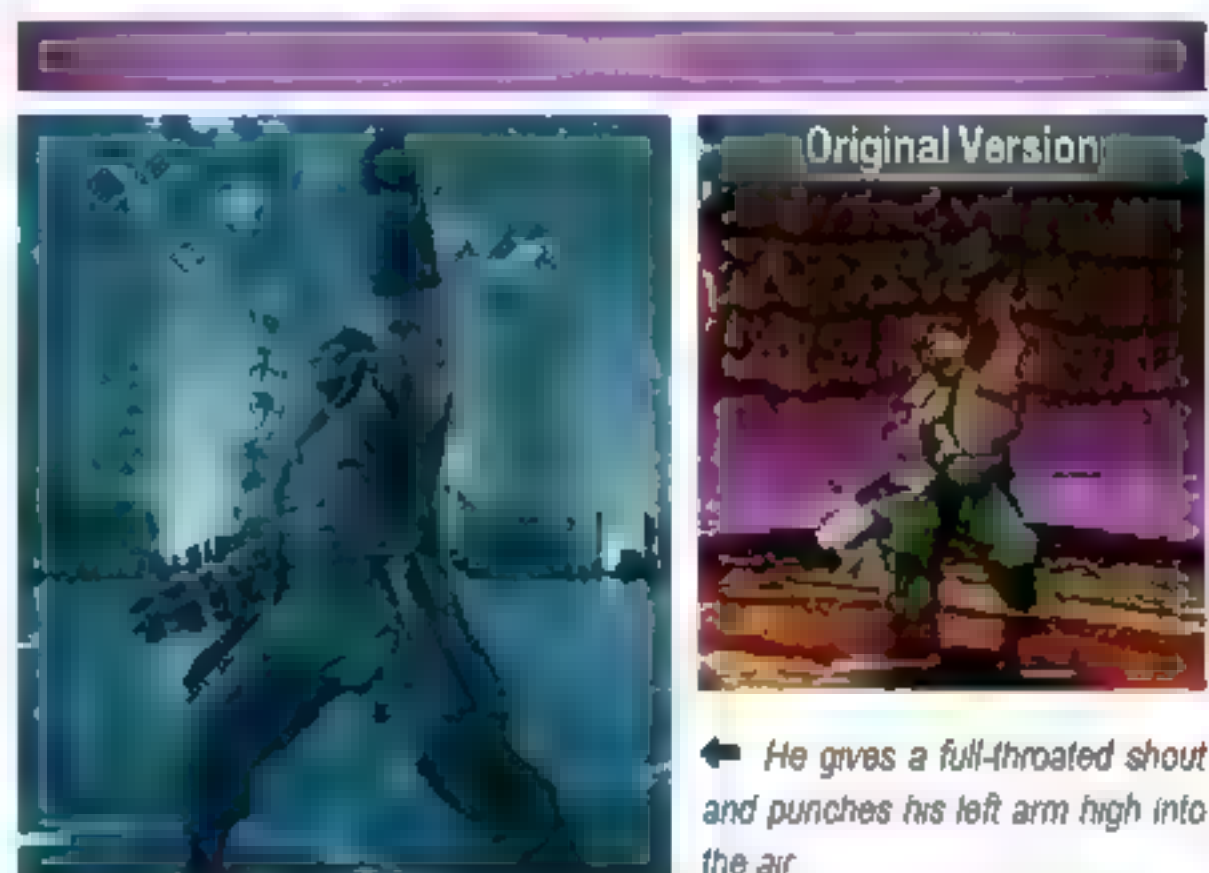
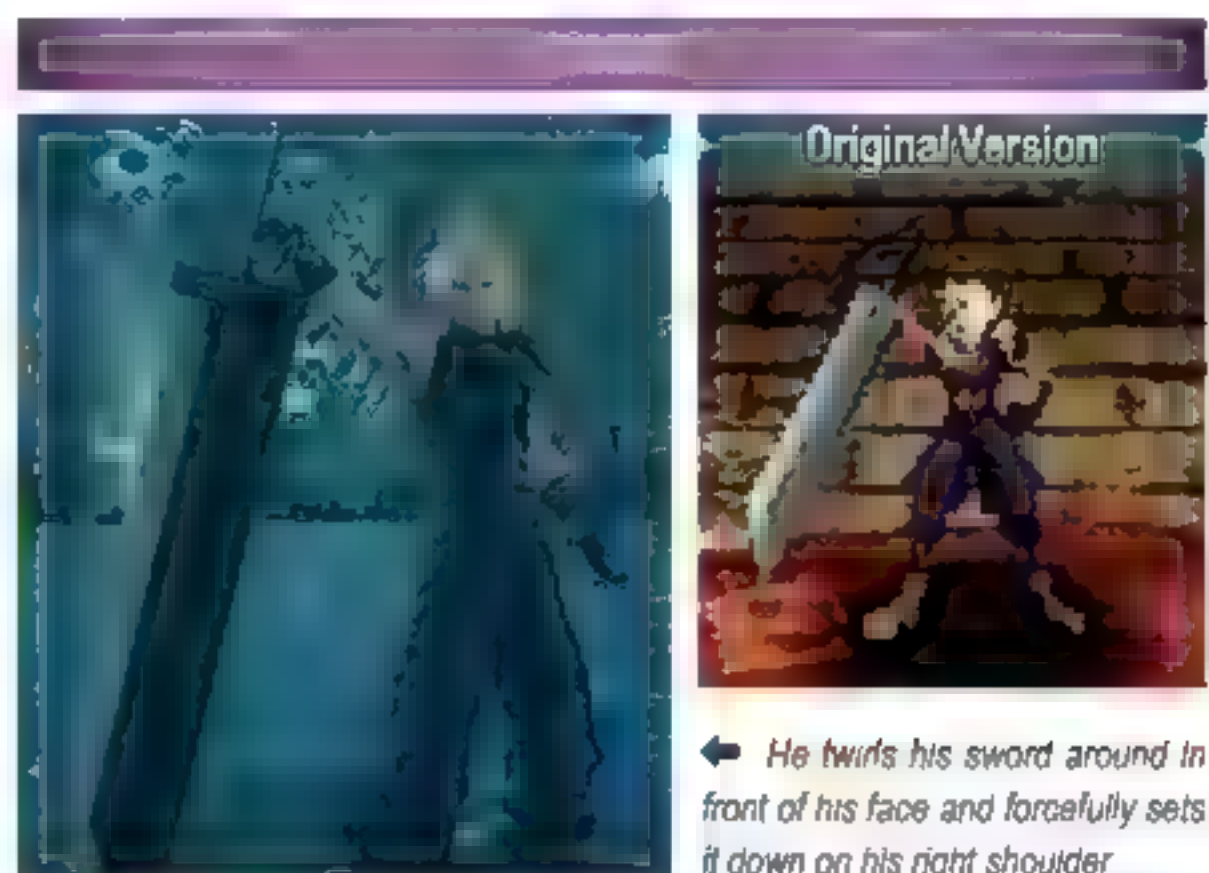
When the Sector 7 plate falls in Chapter 12, a cat wearing a crown appears after the scene where President Shinra gazes out at the spectacle. This cat is Cait Sith, a character who will be familiar to those who played the original version of the game.



↑ If you know his true identity, you'll understand why he hangs his head in sorrow during this scene. You'll also see that he isn't riding his fat moogles here

The Nostalgic Victory Poses

Whenever you win a battle in the Corneo Colosseum or the Shinra Combat Simulator, each party member will strike a unique pose. Although there are some minor differences, their movements here are reproductions of the victory poses from the original version of the game.



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Complete Trophy Guide

トロフィーコンプリートガイド

On the PlayStation 4, players can earn trophies by fulfilling certain conditions specified by each game. Below is a summary of the conditions that must be met to obtain each trophy for this game. We encourage you to use it as a reference as you go about collecting.

Explore Every Nook and Cranny to Collect All the Trophies

This game features a total of 54 different trophies, the majority of which can be collected as you enjoy the main story and all of its subevents (refer to the table below). The most difficult trophy to obtain is "Hardened Veteran," which can be won by completing all the game's chapters on Hard difficulty. Before attempting to do so, we first recommend collecting the other trophies as you strengthen your characters, level up your materia, and acquire the best equipment to prepare your party for the challenge.

Trophy grades and points earned when obtained

※ Points are a value related to trophy levels and achievement rates

| Grade | Number | Points ¹ | Grade | Number | Points |
|----------|--------|---------------------|--------|--------|--------|
| Platinum | 1 | 180 (※1) | Silver | 7 | 30 |
| Gold | 2 | 90 | Bronze | 44 | 15 |

※ 1 Not affected by achievement rate

Trophy List

※ **Bolded red font** indicates hidden trophies whose names and achievement conditions are not displayed until earned

| Trophy Icon | Trophy Name | Unlock Condition |
|-------------|--------------------------------|--|
| | Master of Fate | Unlock Req. Earn all <i>Final Fantasy VII Remake</i> trophies. |
| | Onetime Gig | Unlock Req. Complete Chapter 1. |
| | Escape Artist | Unlock Req. Complete Chapter 2. |
| | Mercenary Endeavors | Unlock Req. Complete Chapter 3. |
| | Night on the Town | Unlock Req. Complete Chapter 4. |
| | Plan E | Unlock Req. Complete Chapter 5. |
| | Lights Out | Unlock Req. Complete Chapter 6. |
| | Trapped Like Sewer Rats | Unlock Req. Complete Chapter 7. |
| | Reunited | Unlock Req. Complete Chapter 8. |

| Trophy Icon | Trophy Name | Unlock Condition |
|-------------|--------------------------------|----------------------------------|
| | Never the Bride | Unlock Req. Complete Chapter 9. |
| | Sewer Survivor | Unlock Req. Complete Chapter 10. |
| | Paranormal Investigator | Unlock Req. Complete Chapter 11. |
| | The Collapse | Unlock Req. Complete Chapter 12. |
| | Broken Dreams | Unlock Req. Complete Chapter 13. |
| | Picking Up the Pieces | Unlock Req. Complete Chapter 14. |
| | The Pizza in the Sky | Unlock Req. Complete Chapter 15. |
| | No Appointment Needed | Unlock Req. Complete Chapter 16. |
| | Emerging from Chaos | Unlock Req. Complete Chapter 17. |

| | |
|--|--|
| | Destiny's Crossroads* Unlock Req. Complete Chapter 18. |
| | Warming Up Unlock Req. Win a Battle |
| | Weakened Resolve Unlock Req. Exploit an enemy's weakness. |
| | Bonds of Friendship Unlock Req. Free a bound ally (see p. 133) |
| | Staggering Start Unlock Req. Stagger an enemy |
| | Music Collector Unlock Req. Collect three music discs (see pp. 428, 429) |
| | Gotta Start Somewhere Unlock Req. Complete a quest |
| | My First Ability Unlock Req. Max out a weapon's proficiency (see p. 462) |
| | Materia for Beginners Unlock Req. Level up an orb of materia. |
| | My First Summon Unlock Req. Invoke a summon. |
| | Biker Boy Unlock Req. Get praised by Jessie at the end of the motorcycle mini-game (see p. 708) |
| | Heavenly Dart Player Unlock Req. Rise to the top of the Seventh Heaven darts leaderboard (see p. 430). |
| | Cleanup Crew Unlock Req. Obtain the Chocobo & Moogle materia (see p. 240) |
| | In Lockstep Unlock Req. Bypass the delta-level security lock in Mako Reactor 5 (see p. 253) |
| | Crate Annihilator Unlock Req. Complete all Normal difficulty Whack-a-Box challenges (see p. 440) |
| | Say It with Flowers Unlock Req. Decorate the Leaf House with a floral arrangement. (※2) |
| | Summon Slayer Unlock Req. Defeat a summon in battle (see pp. 424, 425) |
| | Sultan of Squats Unlock Req. Complete all squat challenges (see p. 447) |

| | |
|--|--|
| | Dancing Queen Unlock Req. Receive a gift from Andrea for being a dance superstar (see p. 449) |
| | Returning Champion Unlock Req. Emerge Victorious from a colosseum sparring session (see p. 445). |
| | Snappy Dresser Unlock Req. Obtain three bridal candidate outfits (see p. 697) |
| | Dressed to the Nines Unlock Req. Obtain all nine bridal candidate outfits (see p. 697 ※3). |
| | Whack-a-Box Wunderkind Unlock Req. Complete all Hard difficulty Whack-a-Box challenges (see p. 440). |
| | Peeress of Pull-Ups Unlock Req. Complete all pull-up challenges (see p. 454). |
| | Divine Gratitude Unlock Req. Receive a letter from an angel (see p. 351). |
| | The Johnny Experience Unlock Req. Witness all Johnny-related incidents. (※4) |
| | Best in the Business Unlock Req. Complete all quests (see pp. 408–423 ※3). |
| | Disc Jockey Unlock Req. Collect all music discs (see pp. 428, 429 ※3) |
| | Building Character Unlock Req. Attain level 50 with a character |
| | Staggering Feat Unlock Req. Deal 300% damage to a staggered enemy (see p. 705). |
| | Intelligence Agent Unlock Req. Complete all battle intel reports (see p. 425 ※3). |
| | Weapons Expert Unlock Req. Learn all weapon abilities (see p. 462 ※3) |
| | Master of Mimicry Unlock Req. Learn all enemy skills (see p. 115 ※3). |
| | That's the Smell Unlock Req. Defeat a malboro (see pp. 456, 686) |
| | Ultimate Weapon Unlock Req. Defeat the Pride and Joy Prototype (see pp. 456, 688) |
| | Hardened Veteran Unlock Req. Complete all chapters on Hard difficulty (※3) |

※2.....Eamed after Step 25 of Chapter 8 (see p. 266), once you listen to the housemother talk about the flower decoration in front of the Leaf House.

※3.....The progress of these achievements can be checked once the game is completed by going to the Play Log under "System" in the main menu

※4.....These are the "Vagabond Johnny" discovery (see p. 285), the "Johnny's Stolen Wallet" discovery (see p. 340), and Quest 146, "The Party Never Stops" (see p. 415)

*Editor's Note: The trophy for beating Chapter 18 is called "Destiny Defied" in Japanese

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アートギャラリー

Reconstructing the world of *Final Fantasy VII* gave rise to a significant amount of concept art. We hope these images will let you better appreciate the game's charm, which delivers a compelling combination of freshness and nostalgia.

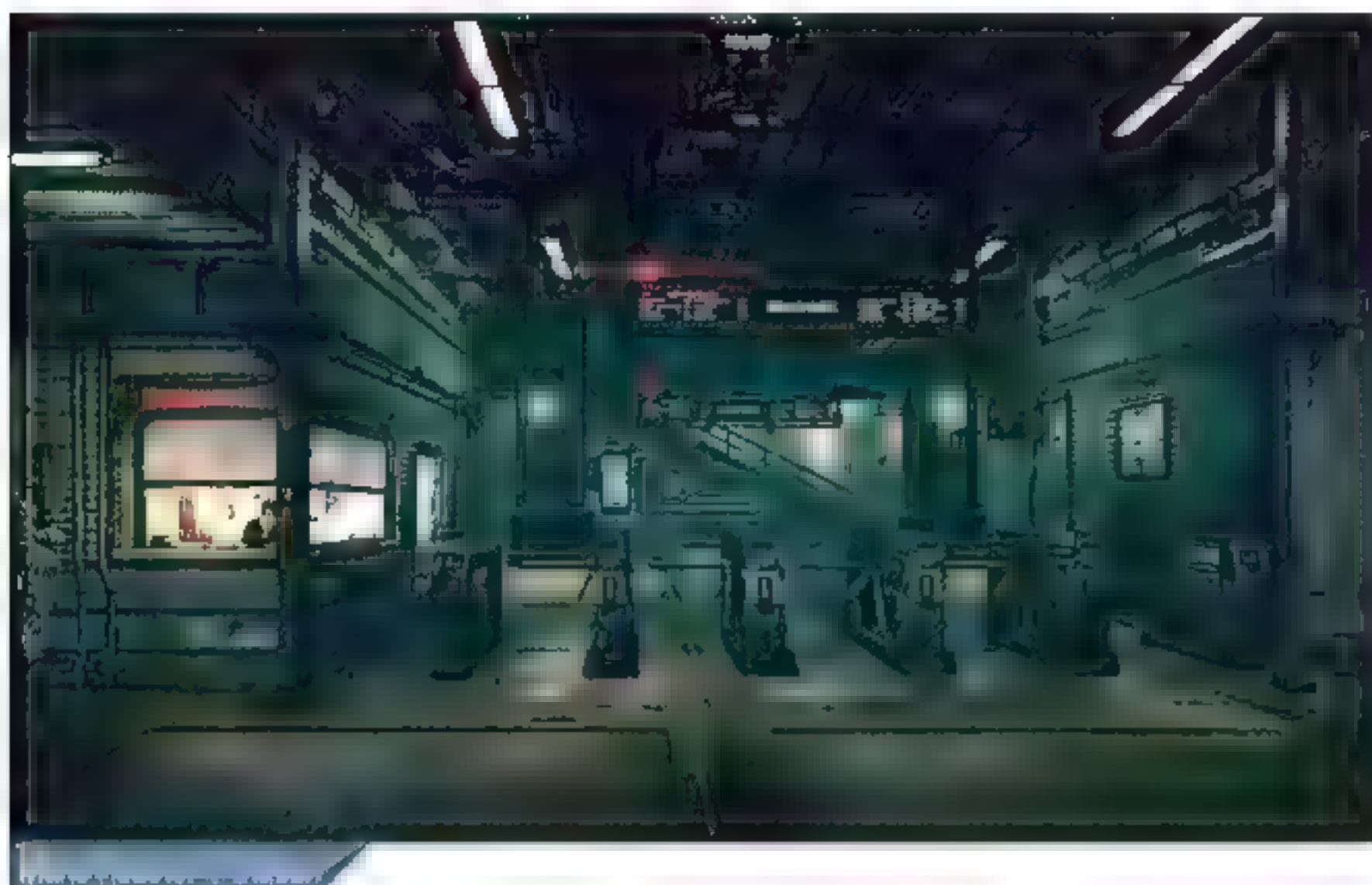
Official CG

Sephiroth stands erect in a sea of flames with the Shinra Building looming in the background. The jet-black night sky is brilliantly lit by the fire's dancing sparks.



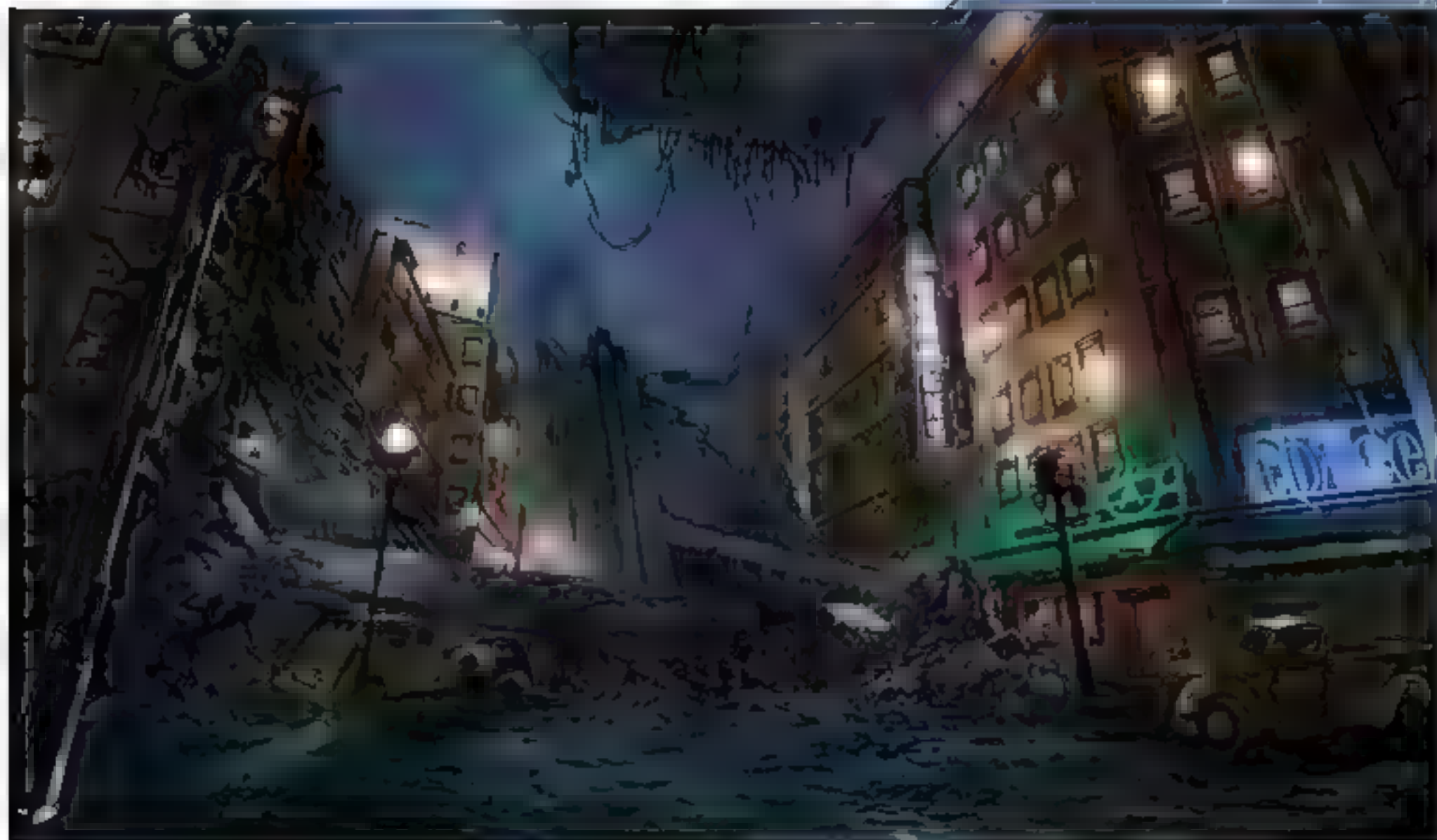
Environment Concept Art

A collection of images showing various locations in Midgar. In addition to capturing the mood of the original game, they depict each environment in painstaking detail.



Wako Reactor 1

Sector 8 and Collapsed Expressway



Seventh Heaven



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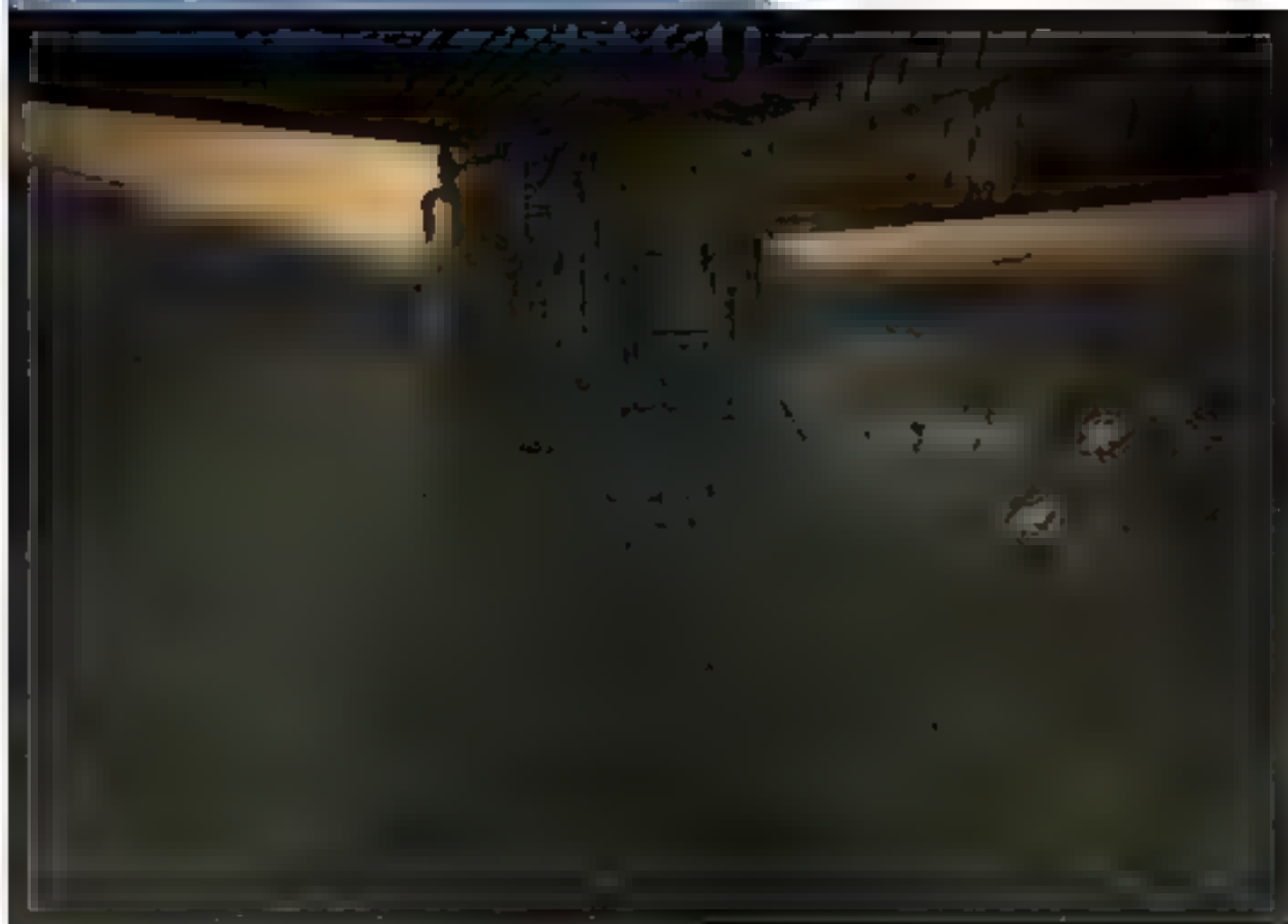
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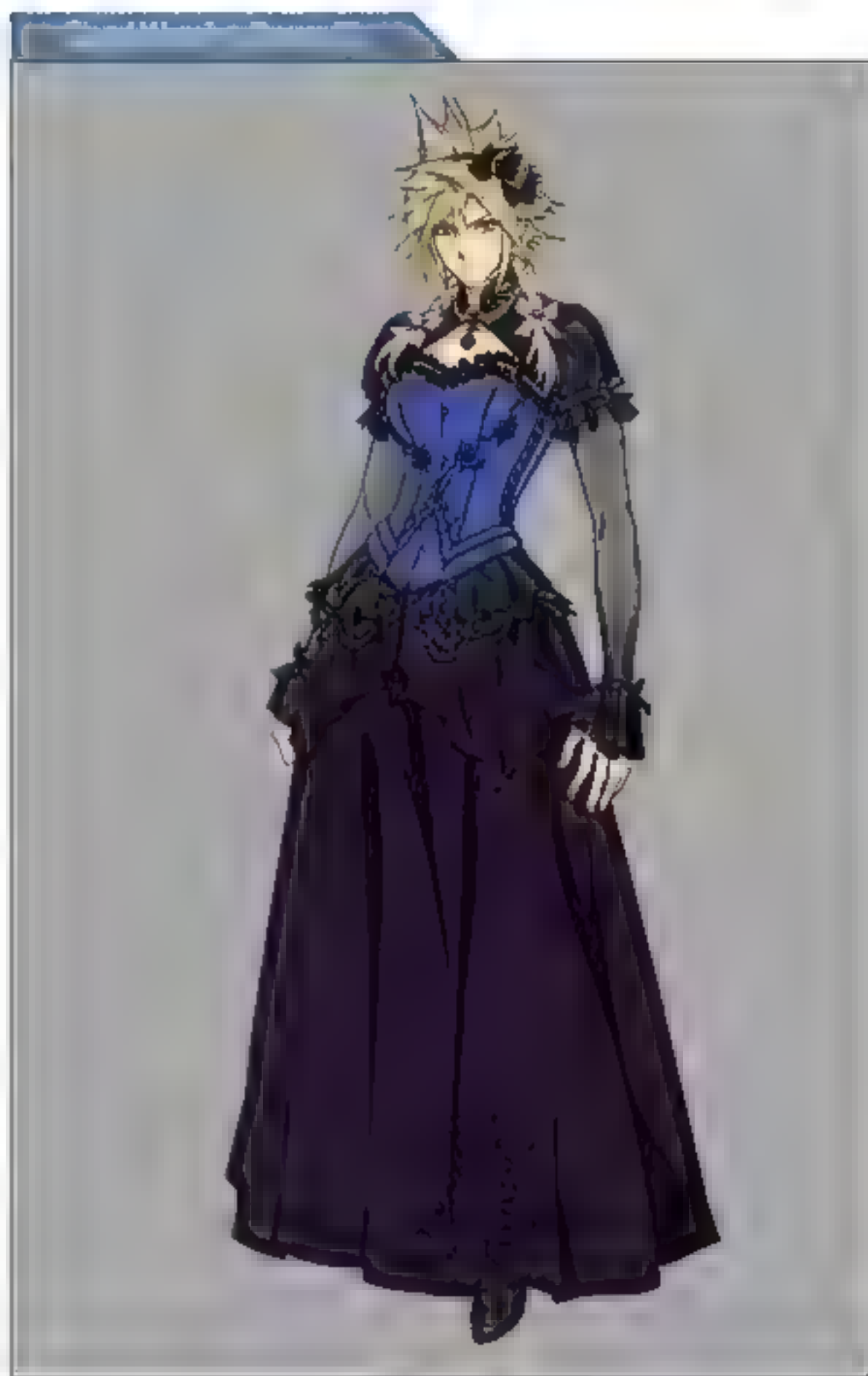
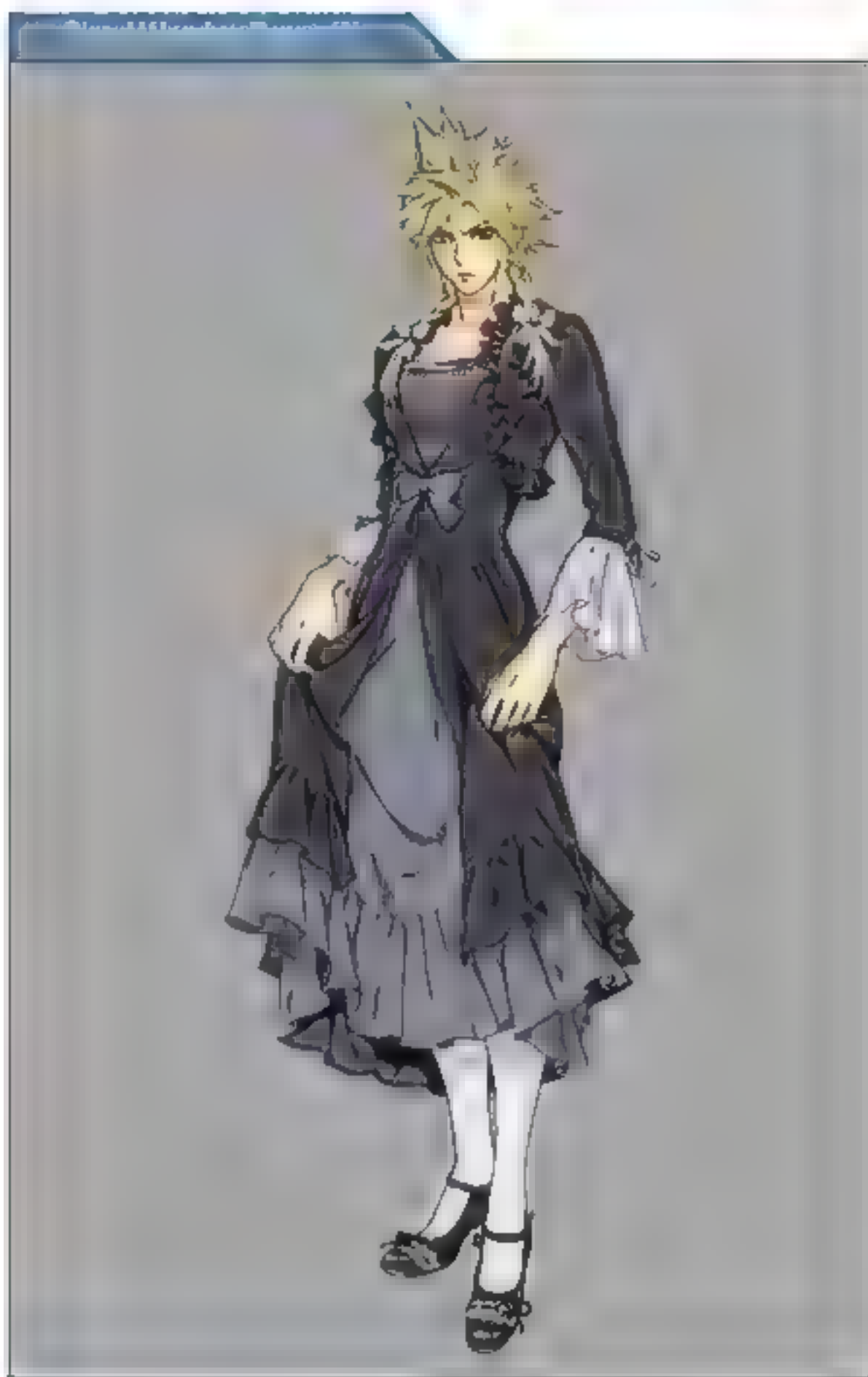
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Midgar Expressway

Character Concept Art

Cloud, Tifa, and Aerith were given concept art for each of their costumes and ages. Also, don't forget to check out the art for other notable characters like Barret and President Shinra.



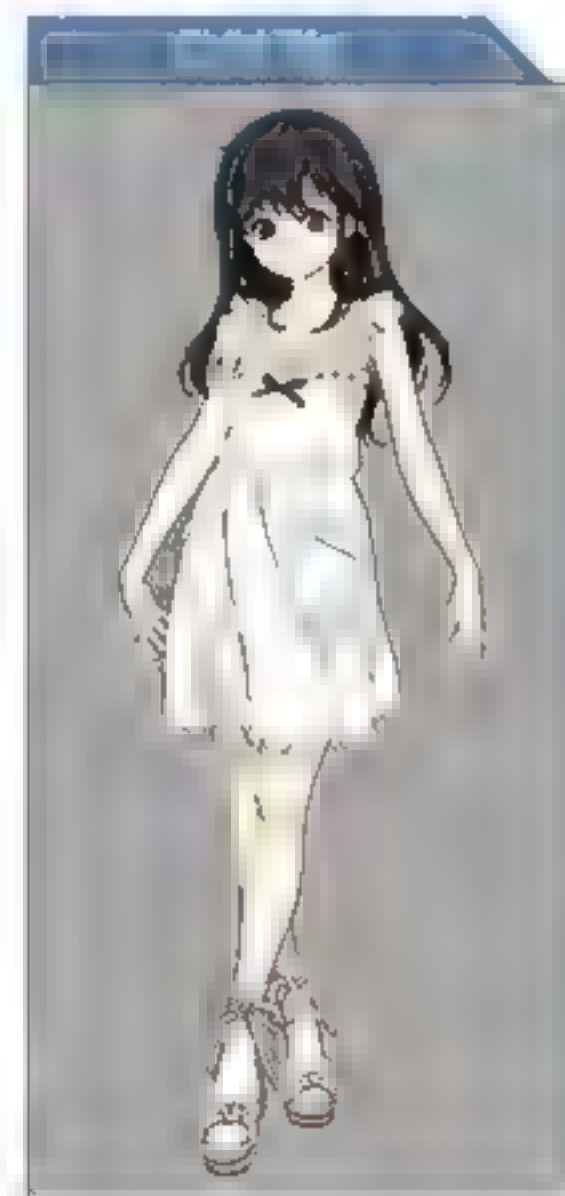
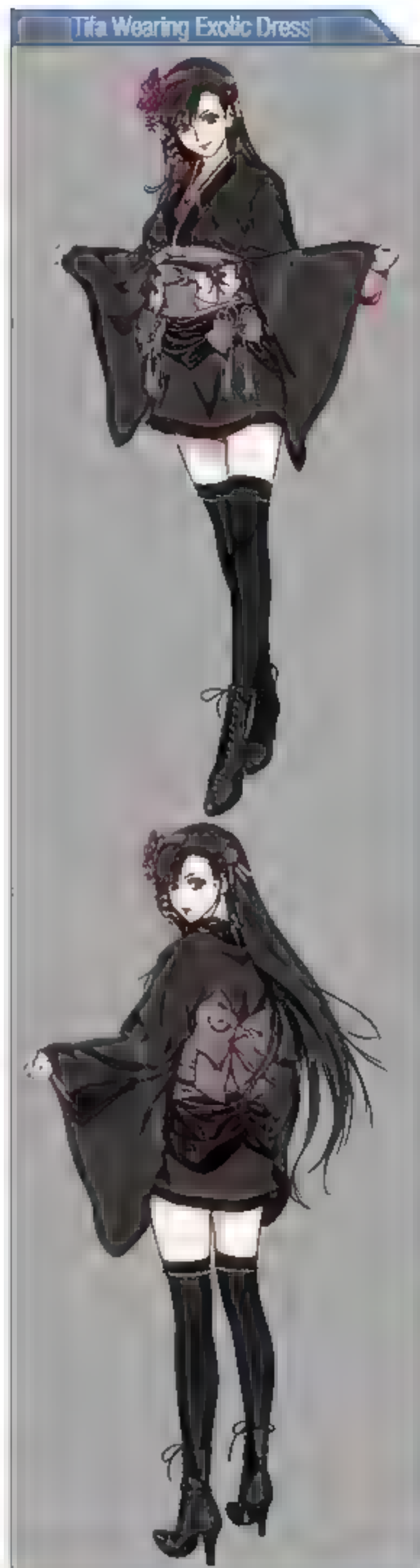
Tifa Wearing Mature Dress



Tifa Wearing Athletic Dress



Tifa Wearing Exotic Dress



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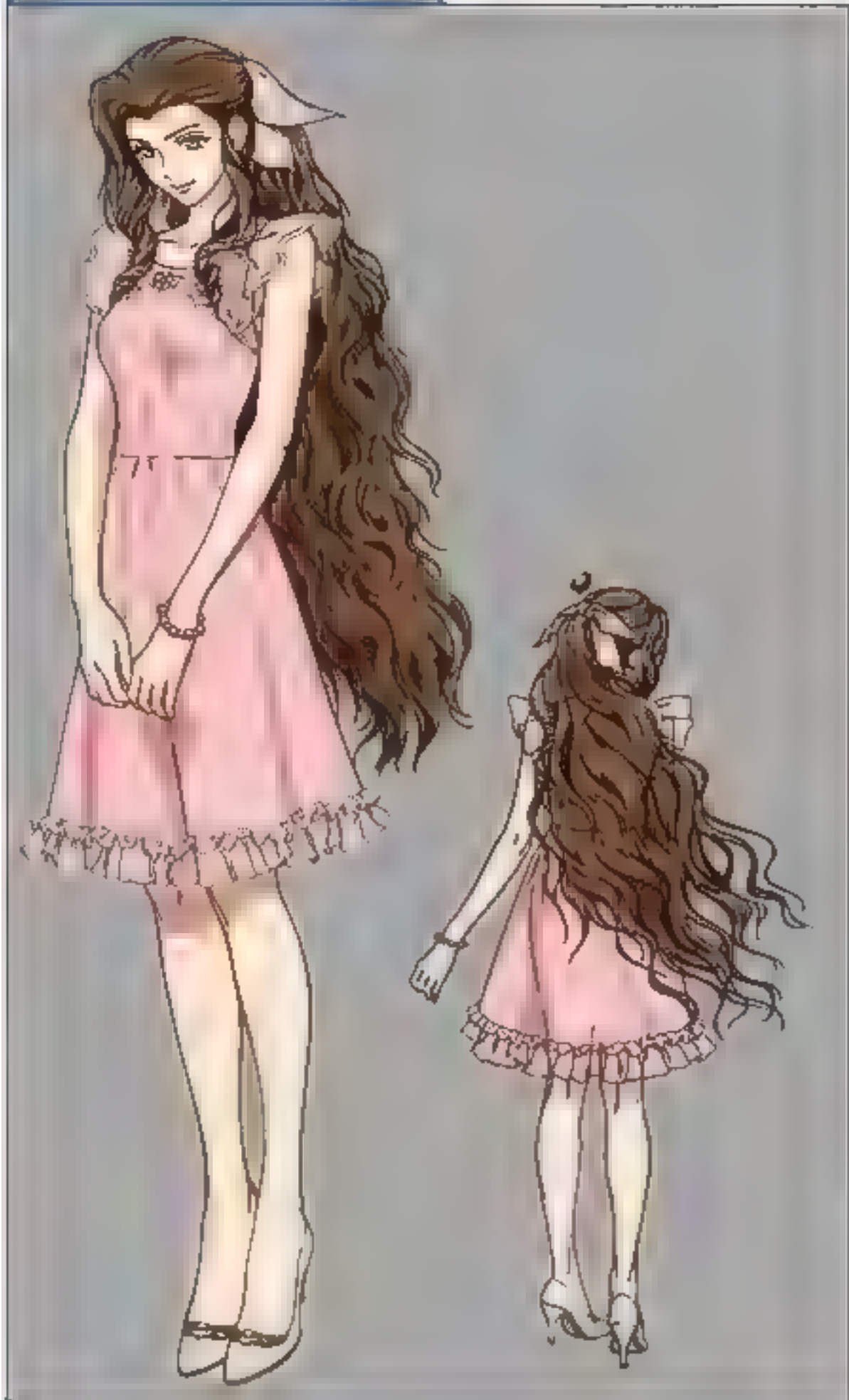
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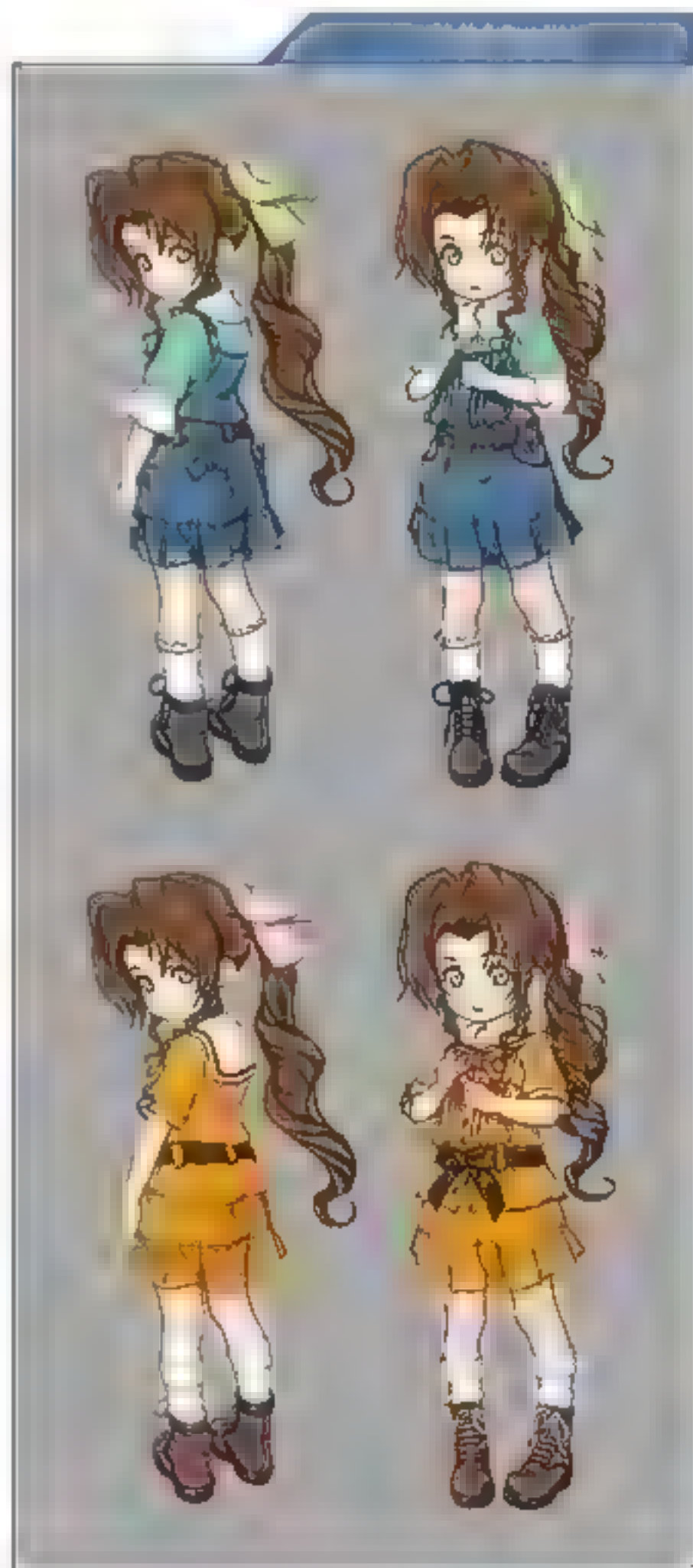
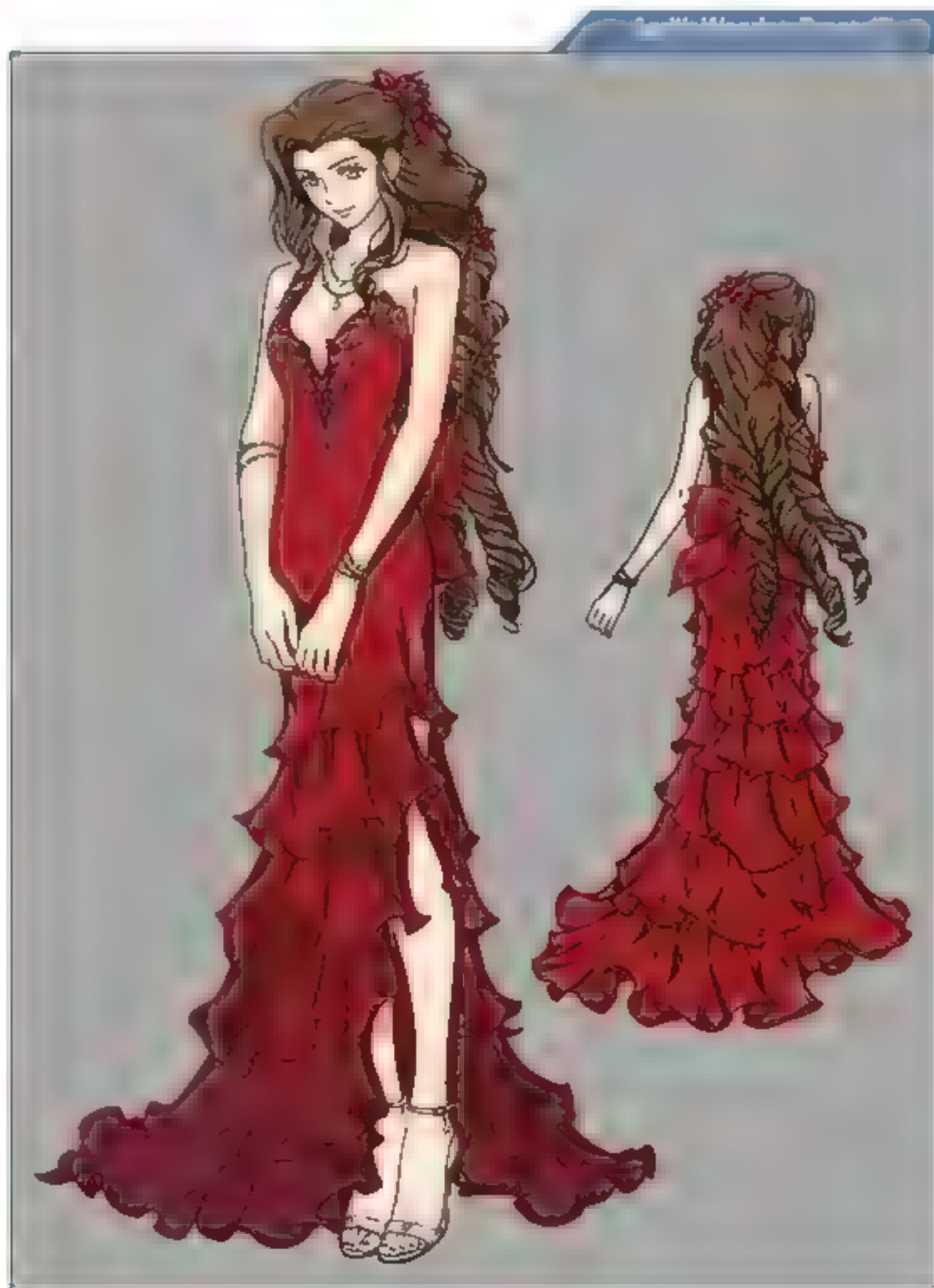
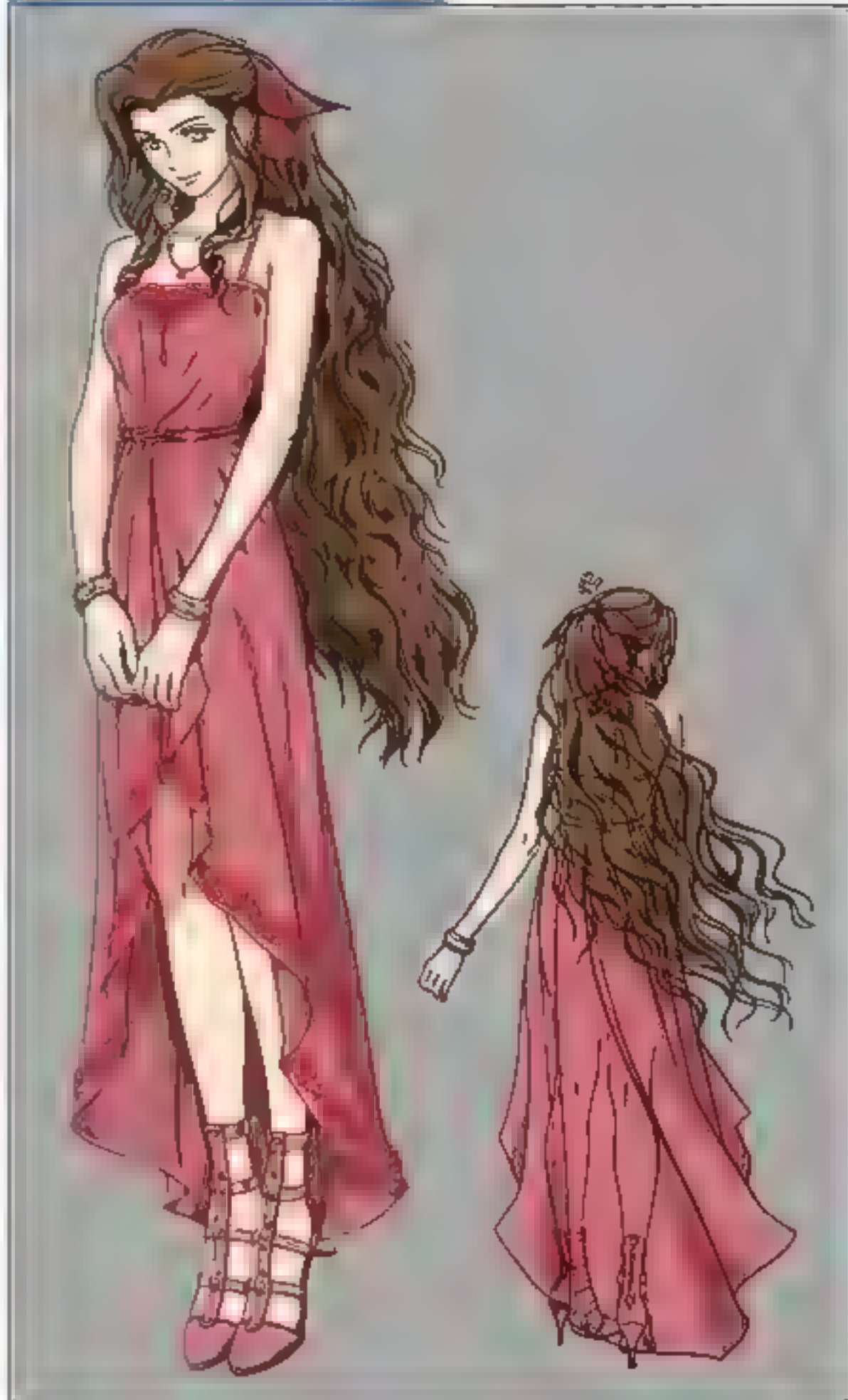
Newly Arisen Mysteries

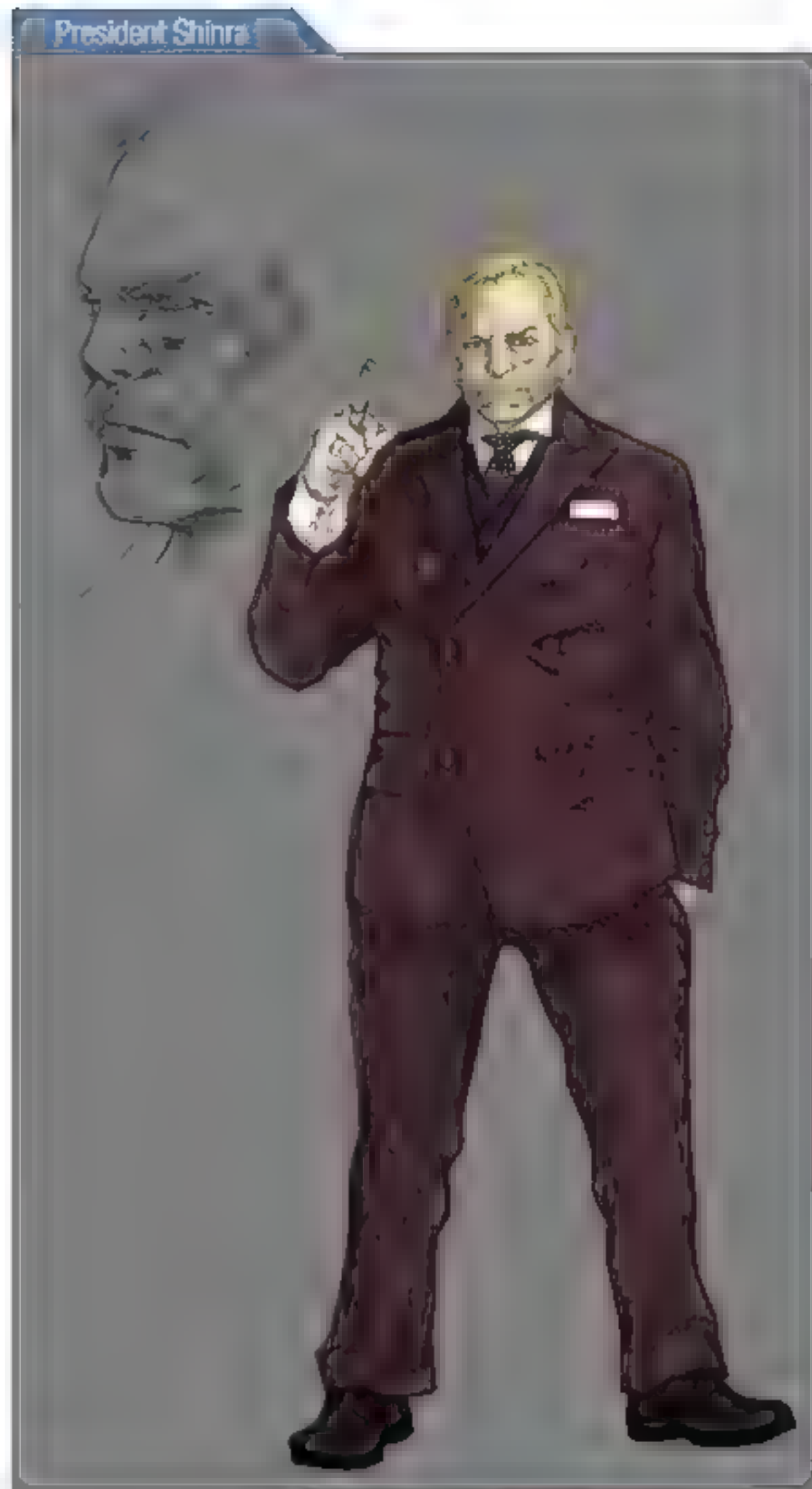
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Aerith Wearing Dress (1)



Aerith Wearing Dress (2)





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Enemy Concept Art

Final Fantasy VII Remake features a diverse collection of enemies, including old-time foes from the original as well as fresh new faces. Additional concept art can be found in Section 7 of this book.

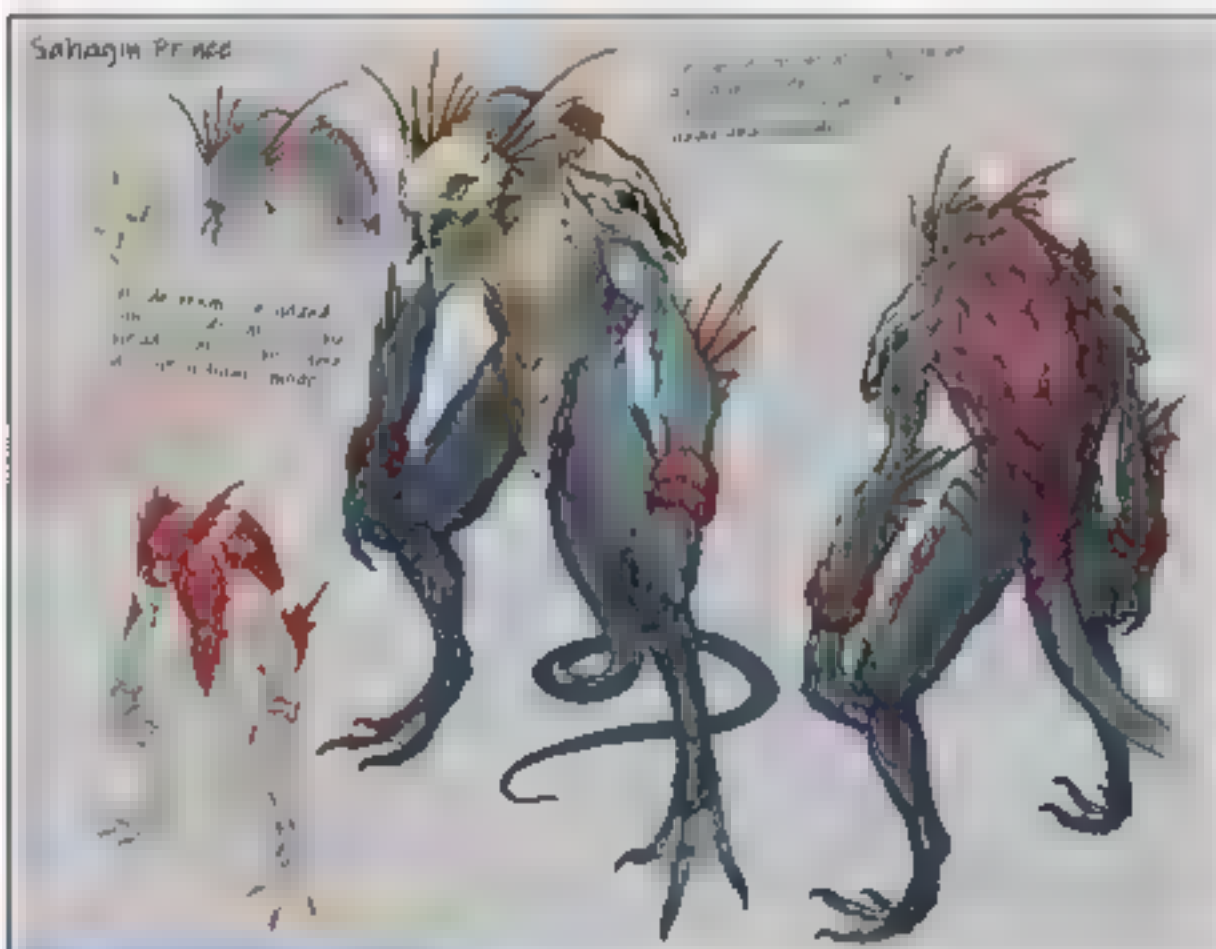
Ordinary Shinra Security Guard



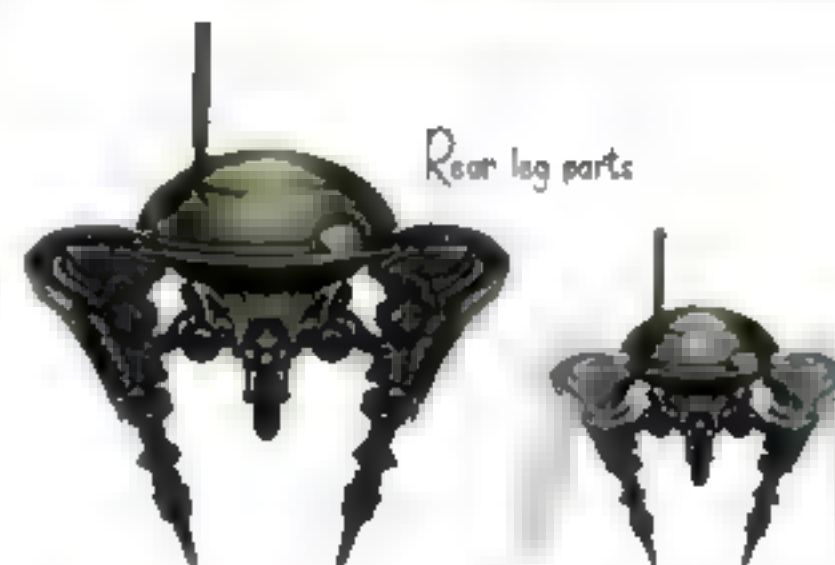
Sug Ray
Quadrupedal walking mode



Sahagin Prince

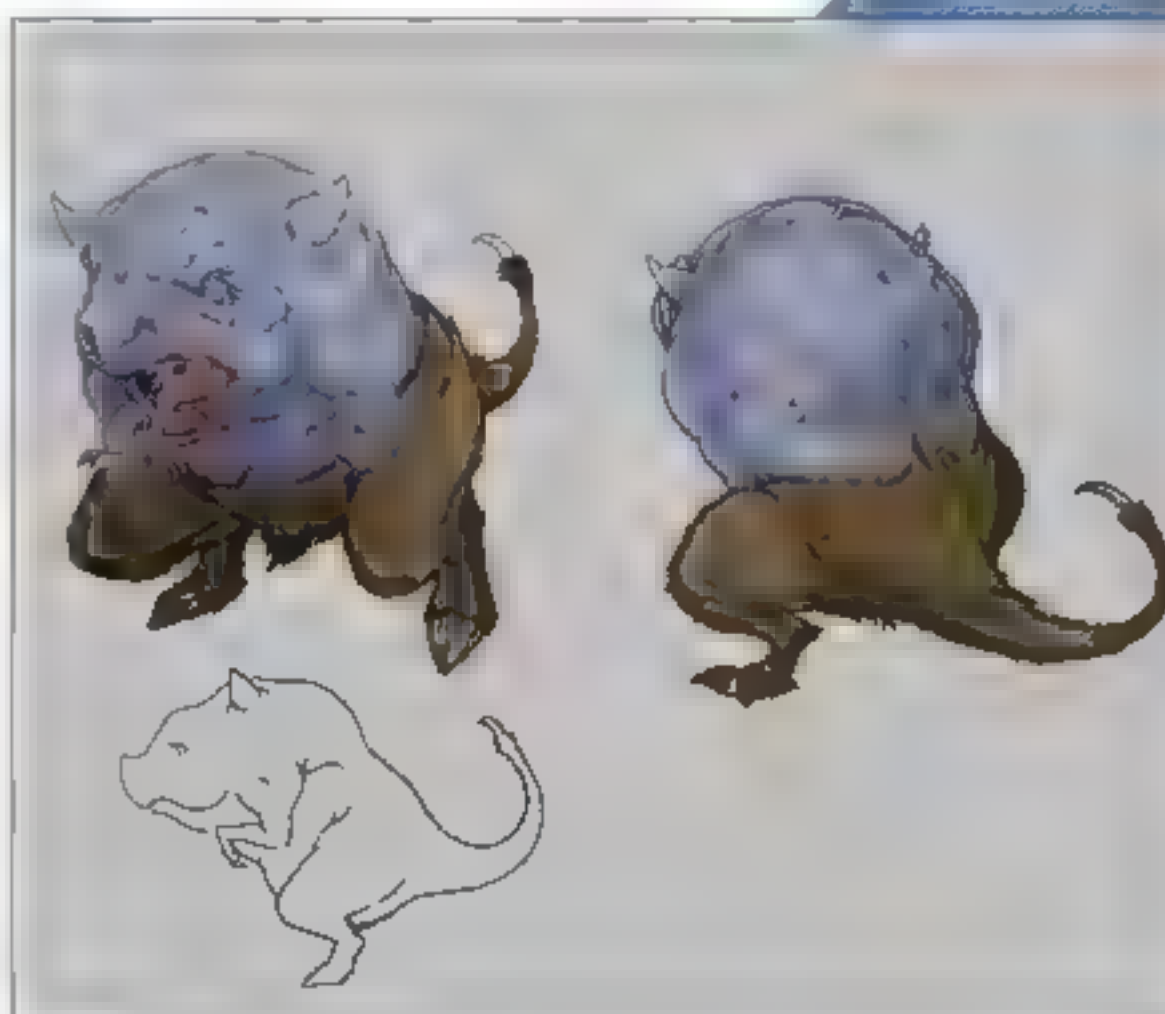
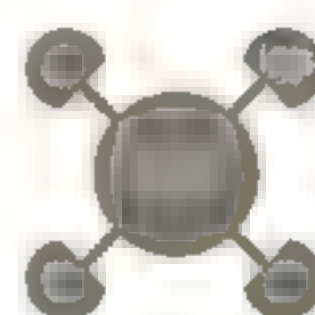


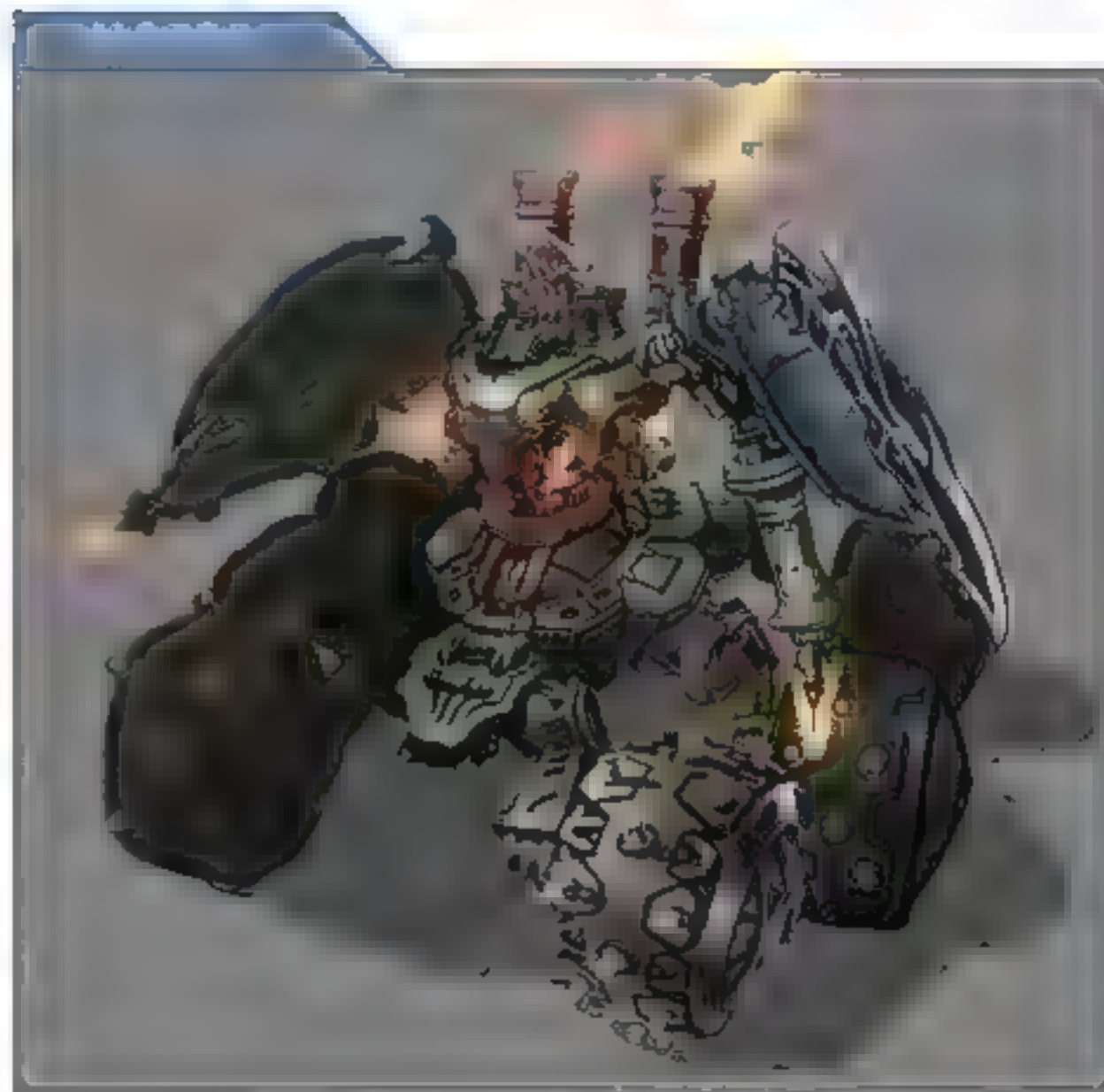
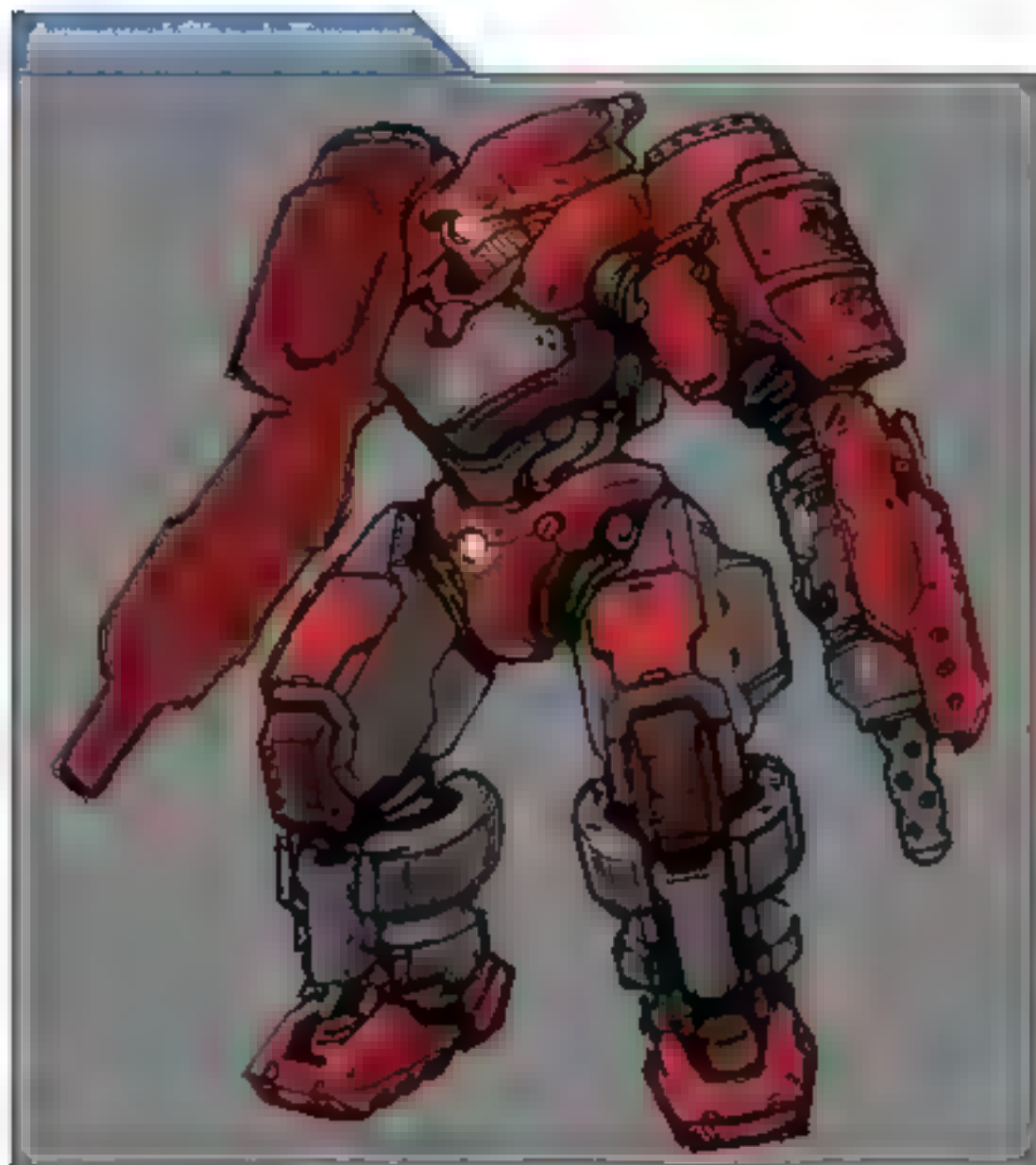
Rear leg parts



Bird's-eye view

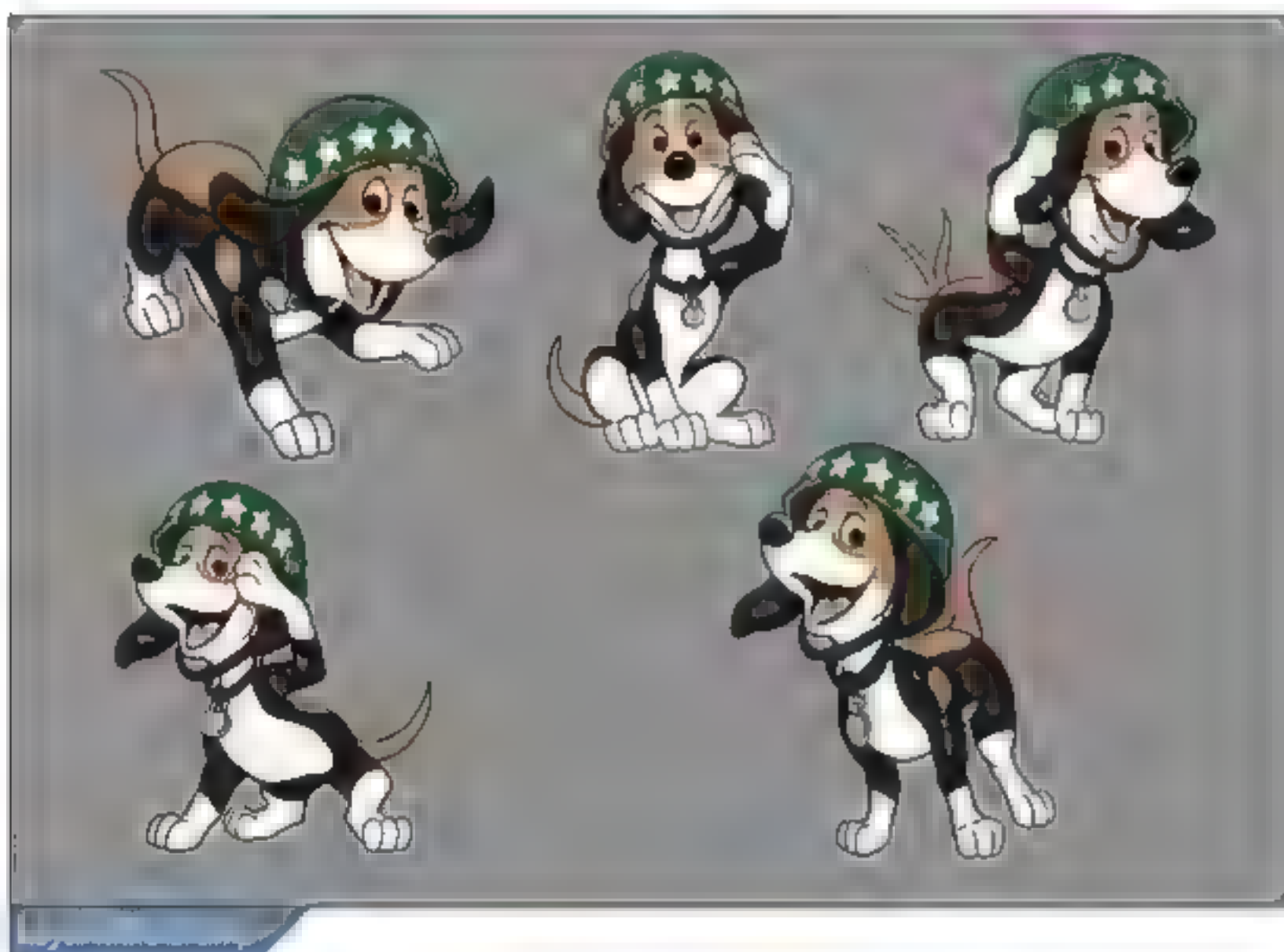
leg parts are equidistant and symmetrical when in walking mode



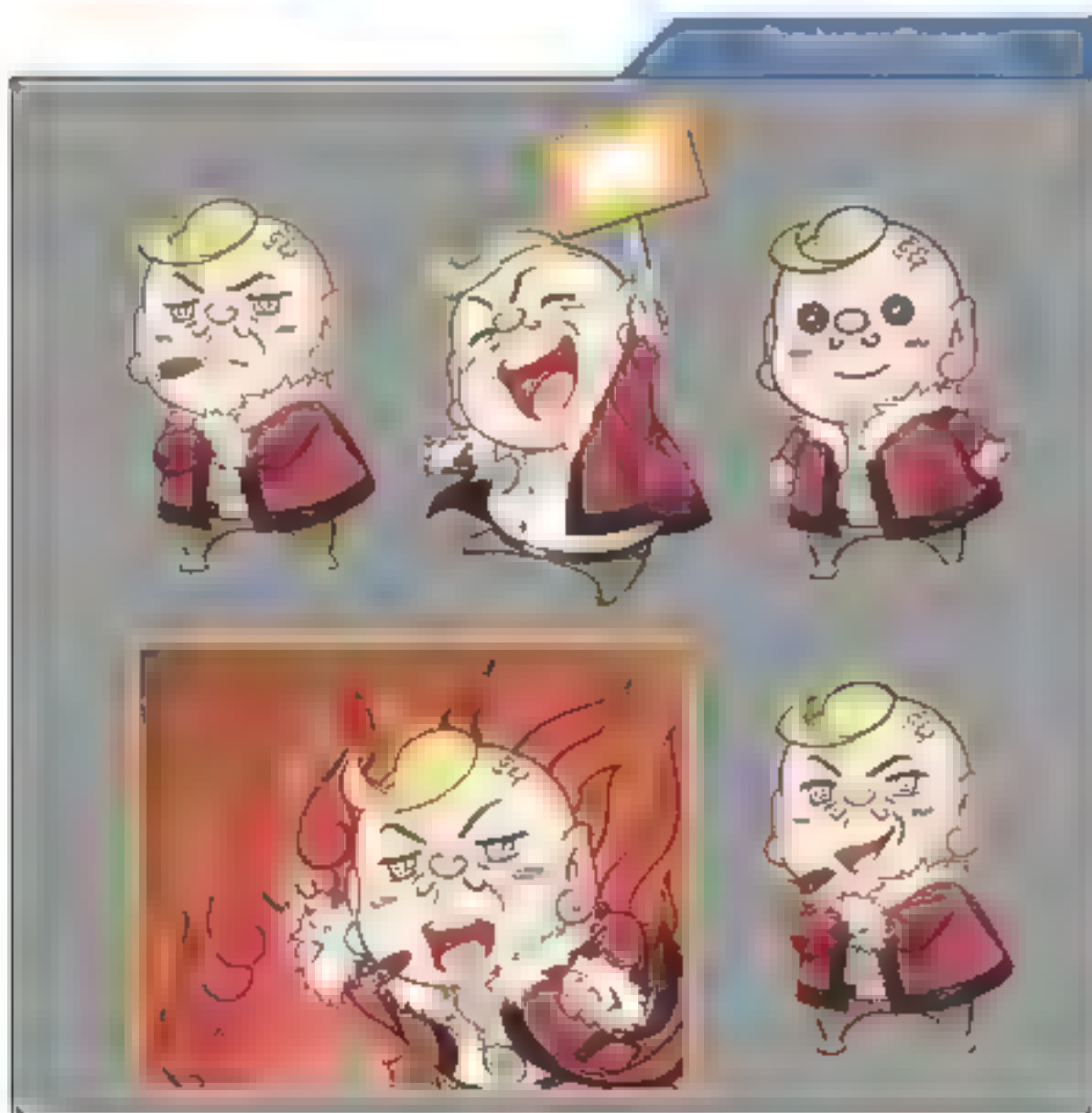
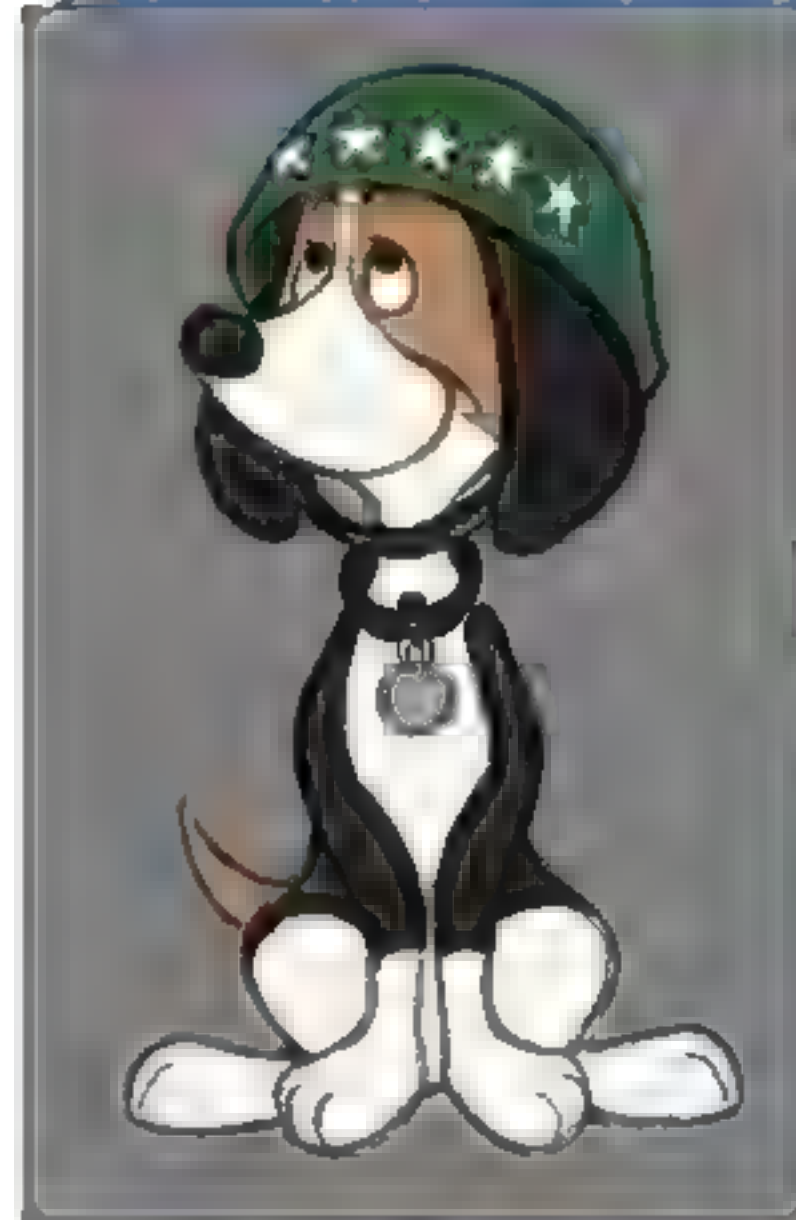


Miscellaneous Concept Art

Loyal Little Stamp has concept art showing him in a variety of poses. You can also see some art for the cartoon mascot version of Corneo, which appears on the jumbotron in the underground colosseum.



Loyal Little Stamp (Tetsuya Nomura's Original Drawing)



Features a sword, shield, and wing motif

Features a Darkstar and mandrake motif (In the language of flowers, the mandrake means "fear")

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Newly Arisen Mysteries

There are many aspects of this game's story that seem strange in light of how things unfolded in the original version. Let's take a look back and see what mysteries have newly arisen.

Newly Arisen Mystery 1

Does Aerith Know Something?

Aerith appears to have a mysterious grasp on facts she shouldn't yet be aware of, realizing Cloud is an "ex-SOLDIER mercenary" before he claims to be one, and knowing Marlene is at Seventh Heaven before Tifa tells her so. The surprised expressions Marlene and Red XIII make when they come into contact with Aerith may be reactions to something harbored within her, which they're able to sense after Aerith touches them.



◀ Cloud sees future-like visions in the plaza in front of the Sector 7 slums support pillar and in the church in the Sector 5 slums. Is this yet another effect of encountering Aerith?

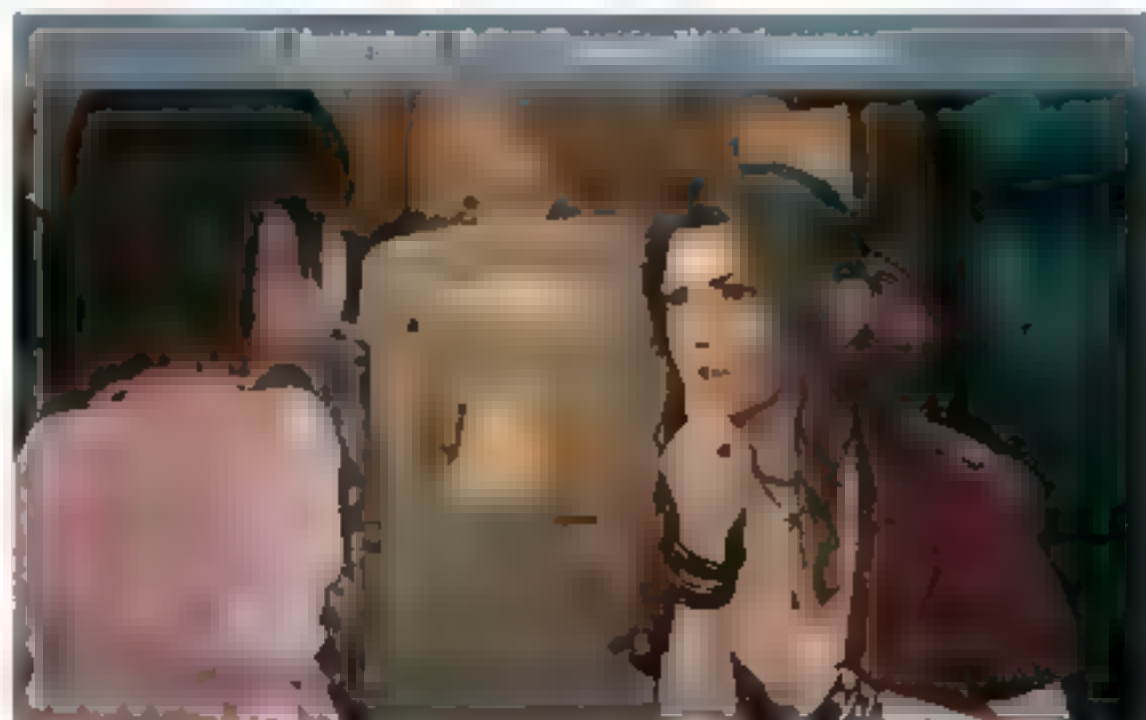
Scenes Where Aerith Says or Does Something Meaningful



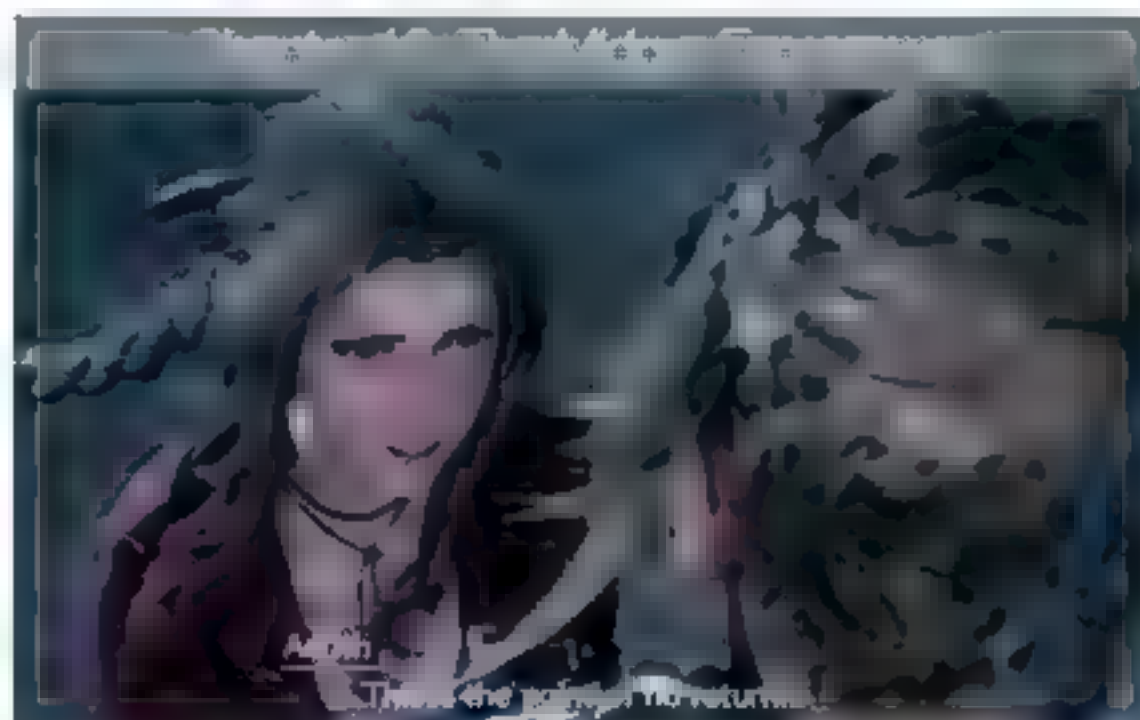
↑ She concludes Cloud is a mercenary and asks him to be her bodyguard despite having just reunited and knowing nothing but his name. At the time she passes it off as a lucky guess, but .



↑ When Tifa tries to convince herself Comeo was just joking about the plan to drop the Sector 7 plate, Aerith offers an encouraging yet vague response, which leads Tifa to wonder whether she knows something.



↑ Marlene seems to sense something when Aerith hugs her at which Aerith raises an index finger to her lips in a gesture of silence. It's as if she's telling Marlene that what she just saw is a secret between the two of them.



↑ Standing before the wall the Whispers have formed around Midgar, Aerith firmly declares, "This is destiny's crossroads." She visibly struggles with whether she should let Cloud and the others proceed to the other side.

What Is the Goal of the Elusive Whispers?

Toward the end of the story, it's revealed that the dark, smoke-like entities that appear before Cloud and his team are arbiters of fate known as "Whispers." According to Red XIII, who gained knowledge through his contact with Aerith, "The Whispers are drawn to those who attempt to alter destiny's course and ensure they do not." The table below summarizes which scenes the Whispers appear in and what actions they take. It would appear that what the Whispers deem to be "fate" is the original story of *Final Fantasy VII*. As such, it will be interesting to see how Cloud and his party's journey unfolds now that they've defeated the Whispers and broken through the barrier of destiny.



↑ The "future" scenes we glimpse at various points during the battle with the Whisper Harbinger are all reminiscent of how the original game unfolds after this point.

● An Analysis of the Reasons and Objectives Behind the Whispers' Actions

| Chapter | Location | Relevant Scenes and Actions | Reasons and Objectives Behind Actions |
|---------|---|---|---|
| 2 | Downtown Sector 8 | Drifting around Aerith | Monitoring Aerith's actions |
| 3 | Plaza in Front of the Sector 7 Slums Support Pillar | Floating by as Cloud has a vision of the plate falling in the future | Watching Cloud alertly as he sees a vision of the future |
| 3 | Seventh Heaven | Floating across the room when Cloud is released from his contract with Avalanche | Responding to a divergence from destiny where Cloud is no longer set to participate in the operation to bomb Mako Reactor 5 |
| 4 | Sector 7 Slums - Stargazer Heights | Peering at Cloud while he sleeps | Confirming things are on track with Cloud after parting ways with Avalanche |
| 4 | Sector 7 Slums | Swarming the slums on the morning before the operation to bomb Mako Reactor 5 | Trying to injure one of the mission members (Jessie) to ensure Cloud participates in the operation to bomb Mako Reactor 5 |
| 8 | Sector 5 Slums - Church | Drifting around the unconscious Cloud | Trying to protect Cloud after he falls from Reactor 5 |
| 8 | Sector 5 Slums - Church | Appearing as Cloud prepares to finish Reno off and dragging Cloud away from him | Ensuring Reno doesn't die |
| 8 | Sector 5 Slums - Church | Preventing Aerith from falling when she nearly tumbles from the second floor | Ensuring Aerith doesn't get taken away by the Turks |
| 12 | Sector 7 Slums Station | Appearing before Cloud and his party as they hurry toward the Sector 7 support pillar | Obstructing Cloud and his party from reaching the Sector 7 support pillar and ensuring they don't stop the plate from falling |
| 12 | Sector 7 Support Pillar | Drifting around Biggs | Confirming things are on track with Biggs |
| 12 | Sector 7 Support Pillar | Drifting around Jessie | Confirming things are on track with Jessie |
| 12 | Sector 7 Support Pillar | Appearing in front of Cloud and his team when they try to stop Rude from initiating the plate separation system | Preventing Cloud and his team from approaching Rude and ensuring they don't stop the plate from falling |
| 12 | Sector 7 Slums | Swirling around Wedge as the plate falls | Confirming things are on track with Wedge |
| 13 | Underground Shinra Research Facility | Driving Cloud and his party back to the surface after seeing the underground experiment pods | Ensuring Cloud isn't reminded of his true identity |
| 16 | Shinra Building 66F - Hojo's Laboratory | Appearing when Hojo attempts to tell Cloud his true identity, dragging him away from Cloud | Ensuring Cloud isn't reminded of his true identity |
| 17 | Shinra Building 65F - Aerith's Room | Appearing when Aerith tries to talk about the "true enemy" and swirling around her | Ensuring Aerith doesn't say something that will alter destiny |
| 17 | Shinra Building 70F - President's Office | Appearing when Sephiroth directs his katana toward Barret | Ensuring Barret doesn't die |
| 17 | Shinra Building - Roof | Appearing before Cloud as he heads for the roof in pursuit of the black-cloaked man (#2) | Obstructing Cloud from approaching and letting the black-cloaked man leave with Jenova |
| 17 | Shinra Building | Appearing when Wedge tries to go help Barret and the others | Ensuring Wedge conforms to the flow of fate |
| 18 | Shinra Building | Enveloping the Shinra Building | Watching alertly as the course of destiny begins to change |
| 18 | Midgar Expressway | Appearing when Cloud and his team are fleeing along the expressway | Protecting Tifa and the others from the debris of the collapsing tunnel and the flames of the crashed helicopter |
| 18 | End of Midgar Expressway | Forming a wall-like dome to envelop Midgar | Trying to prevent the course of destiny from changing |
| 18 | Highway on the Outskirts of Midgar | Drifting around the Shinra soldiers cornering Zack | Unknown |
| 18 | Singularity of Fate | Confronting Cloud and his team as the Harbinger of Fate | Trying to stop Cloud and his team from altering destiny |

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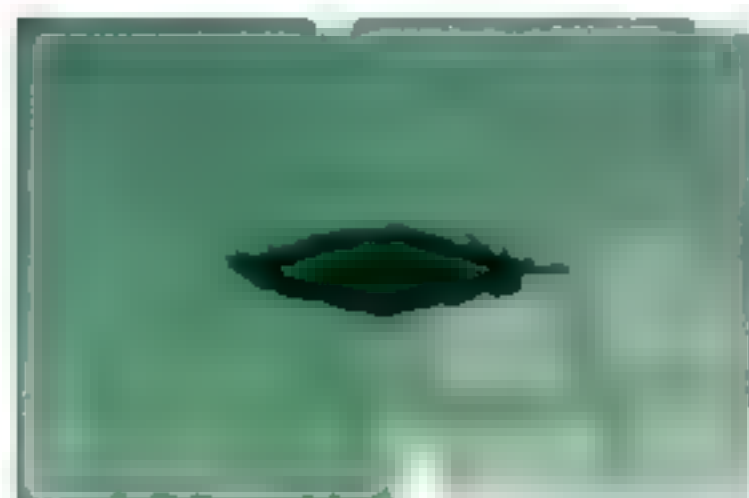
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Who Is the Sephiroth That Appears at the End?

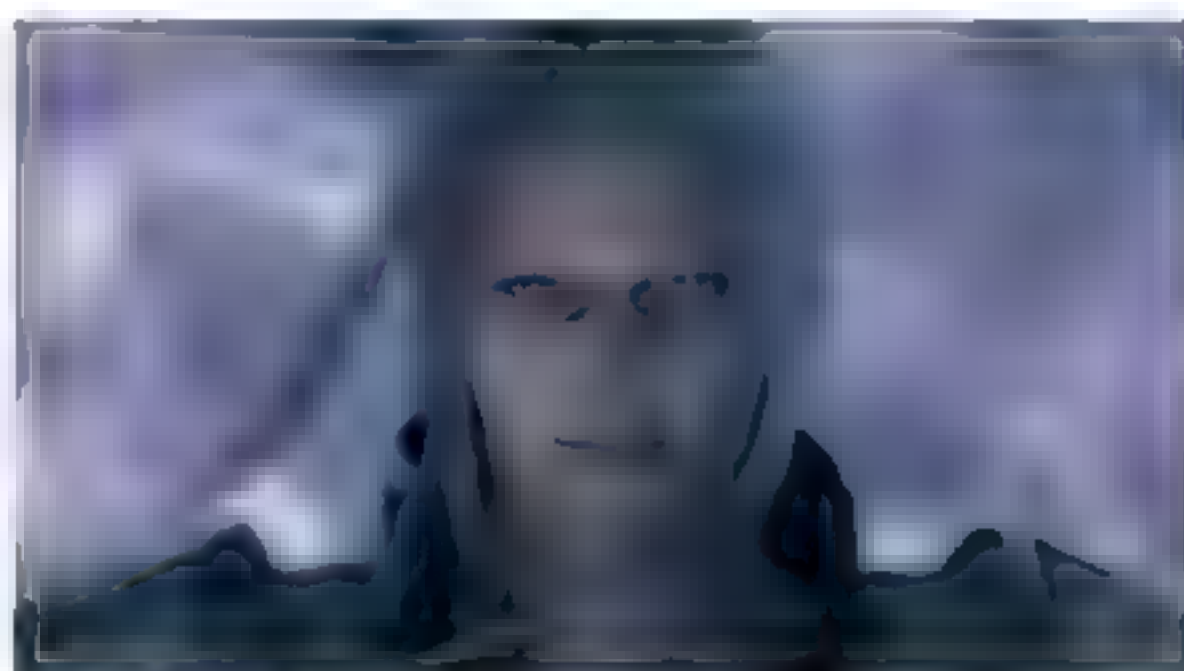
Sephiroth shows up in many scenes during this game, but we can broadly define each of his appearances and divide them into four categories: (a) illusions that are only visible to Cloud; (b) black-cloaked men with numeric tattoos appearing as Sephiroth; (c) recollections of the past; and (d) a Sephiroth who isn't a black-cloaked man and can be seen by people other than Cloud (see table below). Among these, the true identity of the Sephiroth who appears at the end of this title (i.e., the fourth category) cannot be guessed even by those with knowledge of the original game. Furthermore, it seems the first category of Sephiroths technically presents itself in two distinct patterns: one where the Sephiroth inside of Cloud calls out to him; and one where a Sephiroth of unknown origin calls out to him. Finally, the black-cloaked men appear as Sephiroth due to the hallucinogenic effects of the Jenova cells they carry. However, in the early stages of the story, it seems that Cloud is the only one to whom they look like Sephiroth.



✦ In scenes where Sephiroth's presence is felt, a black feather symbolizing his character can frequently be seen fluttering to the ground



↑ The black-cloaked men are test subjects from an experiment Hojo conducted. Jenova cells have been injected into their bodies.



↑ One of the Sephiroths transforms into Jenova Dreamweaver inside the President's office at the Shinra Building. His true identity is Marco, the man who was staying in room 203 of Stargazer Heights.

The True Nature of the Sephiroths Who Appear in Each Scene

※ **Illusion** Illusion - an illusory Sephiroth visible only to Cloud

Rec. Recollection - the historical Sephiroth

BCM Black-Cloaked Man - a black-cloaked man appearing as Sephiroth

-?- ? - a being who isn't a black-cloaked man and is recognized as Sephiroth by people other than Cloud

| | | Explanation |
|----|--|--|
| 2 | Downtown Sector 8 | Illusion He appears when we see Sector 8 overlapped with Nibelheim consumed by flames |
| 2 | Downtown Sector 8 | Illusion He appears when Cloud encounters Aerith |
| 3 | Sector 7 Slums - Stargazer Heights | BCM Cloud mistakes his neighbor Marco (number 49) for Sephiroth |
| 4 | Sector 7 Slums - Stargazer Heights | Illusion Cloud hallucinates Sephiroth's voice as he sleeps |
| 8 | Sector 5 Slums - Church | Illusion He appears in Cloud's consciousness and calls out to him, "I am your master" |
| 8 | Sector 5 Slums - Secret Hideout | BCM Cloud mistakes a black-cloaked man (number 2) for Sephiroth |
| 13 | S7-6 Road | Rec. On the way to Aerith's house, Cloud remembers Sephiroth saying, "Within my veins flows the blood of the Ancients" |
| 13 | S7-6 Road | Illusion Immediately after the above recollection, he addresses Cloud, saying, "But through suffering, you will grow strong" |
| 16 | Shinra Building 61F - Visual Entertainment Hall | Illusion He appears at the end of a display. Barret and Tifa are unable to see him (the display is interrupted midway) |
| 18 | Shinra Building 69F - Corridor | BCM He passes by Palmer. The black-cloaked man (number 49) appears as Sephiroth due to the effects of his Jenova cells |
| 16 | Shinra Building 66F In Front of the Elevator | Rec. A faint voice can barely be heard in Cloud's consciousness. The contents of its speech are the words Sephiroth once spoke in the Nibel Mako Reactor |
| 17 | The Drum - In Front of the Jenova Pod on the Top Floor | BCM He confronts Cloud and his party. Hereafter, due to the effects of the Jenova cells, people other than Cloud are able to see Sephiroth |
| 17 | The Drum - In Front of the Jenova Pod on the Top Floor | BCM Security camera footage shows him on the move with Jenova in his arms |
| 17 | Shinra Building 70F - President's Office | BCM He fatally stabs the President and transfigures into Jenova Dreamweaver |
| 17 | Shinra Building 70F - President's Office | BCM The black-cloaked man (number 2) retrieves Jenova and escapes by leaping from the roof |
| 18 | Midgar Expressway | Illusion He appears before Cloud as he reaches the end of the expressway |
| 18 | Midgar Expressway | -?- He invites Cloud and his team to cross the barrier of destiny |
| 18 | Singularity of Fate | -?- He battles Cloud and his team |
| 18 | Edge of Creation | He calls on Cloud to defy fate together with him. Incidentally, Sephiroth refers to himself in this scene using [the Japanese first person pronoun] ore, just like he did prior to meeting Jenova five years ago (ordinarily, he uses watashi) |



Newly Arisen Mystery 4

What Is the Meaning Behind Zack's Victory?

After being hunted by Shinra, Zack is gunned down by his pursuers just as he draws in sight of Midgar—such are Zack's last moments as depicted in the International version of *Final Fantasy VII* and in *Crisis Core: Final Fantasy VII*. However, this game introduces an unexpected turn of events: Zack routes the Shinra soldiers and lives to see another day.

Furthermore, the ending cutscene shows Zack supporting an unconscious Cloud as he passes by Cloud and Aerith on their way out of Midgar. The fundamental impossibility of this scene is obvious from the fact that two Clouds are existing simultaneously. Seeing as neither acknowledges the other's presence here, we can conclude they aren't in the same place at the same time; but that's all we're able to surmise at this point. The design for Loyal Little Stamp shown in the scene where Zack is victorious over the Shinra soldiers differs from the one we've seen so far (see pictures at right). Is there some significance behind this as well?



↑ The scene where Zack is cornered by Shinra forces follows the same structure as the one in *Crisis Core*; however, its conclusion is radically different.

➔ Zack is also carrying the Buster Sword he entrusted to Cloud—a curious sight indeed. If Zack is still alive, shouldn't the sword never have ended up in Cloud's hands?



➔ Zack fights back in vain and ends up being shot to death. Afterward, his Buster Sword is entrusted to Cloud.



↑ Unlike the one we've seen so far, the Loyal Little Stamp shown in the scene where Zack is victorious appears to be a Yorkshire Terrier.



『Crisis Core—FFVII』 Playback

Terminology Edition

Some of the terminology that appears in *Crisis Core*, a game that depicts the life Zack led, also shows up in this title. We'll pick out these terms and explain them below.

• S-Type and G-Type SOLDIERS

These SOLDIER classifications are presented by Hojo at the executives' board meeting. There are two different Jenova Projects involved with research into creating SOLDIERS: Project S, led by Hojo, and Project G, led by Hollander, a rival scientist of Hojo. The SOLDIERS created by these research projects are called S Types and G Types, respectively.



• The Degradation Phenomenon

The President says this phenomenon is the most common cause of death among SOLDIERS. As the body's regenerative abilities and metabolic functions deteriorate, autoclasis progresses, manifesting in a whitening of the skin and the hair on the head. This condition is only observed in SOLDIERS involved with Jenova Project G; degradation does not occur in Sephiroth, Zack, or Cloud, who are connected with Jenova Project S.

• Kunsel

A SOLDIER who's close friends with Zack and belongs to the same unit. He's a rather prying and well-informed person, pretacing all sorts of helpful information with "Haven't you heard?" Though there's no scene where Cloud and Kunsel ever meet in *Crisis Core*, it seems they formed a friendship after being introduced by Zack, as the Shinra soldier who bumps into Cloud in Chapter 16 brings up Kunsel's name.

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Interviews



Final Fantasy VII Remake Development Staff Interviews, Part 1

Codirector

Motomu
Toriyama



Codirector

Naoki
Hamaguchi



Battle Director

Teruki
Endō

We spoke with three people in charge of the game's mechanics and main scenario about the thoughts and feelings they had developing a remake of the acclaimed masterpiece *Final Fantasy VII*.

(Interviewer: Akira Yamashita)

On openly recruiting staff to assemble a team of creators passionate about making a *Final Fantasy VII* game

Could you start by telling us exactly how you all came to join the development team for this game?

Hamaguchi: Initially, *Final Fantasy VII Remake* was being produced in cooperation with an outside development firm, at which point I was already involved with the project. Later, when it was decided we'd switch to developing in-house and staff recruitment began again, I reached out to Toriyama and others and got them to join in.

Toriyama: I knew well beforehand that remaking *Final Fantasy VII* with the latest technology would be a long-term project, and that it could very well be the last work I produced, so joining the team wasn't an easy decision to make. However, as someone involved in making the original game, I knew I'd be obliged to help out at some point, even if development remained out-of-house.

Hamaguchi: I also had to really buckle in and commit myself to being part of the project. But since production had already been officially announced and a system was in place to create something that would meet everyone's expectations, I felt like there was nothing else to do but dive in head first.

Endō: I was originally helping make games at another company, but after *Remake's* development situation

changed I submitted my application to join the staff and was brought on as a member of the project. I'd always wanted to make a *Final Fantasy* game ever since I was little, and sure enough, by the time I'd racked up enough work experience, there was a job opening for a talented person on the *Final Fantasy VII Remake* team, so I decided I had to jump on the opportunity.

Hamaguchi: When recruiting development staff for previous *Final Fantasy* projects, we'd usually advertise positions without revealing the game's title. However, this time we were able to state clearly that the game was *Final Fantasy VII Remake*, which allowed us to gather a team of creators who were passionate about making a *Final Fantasy VII* game. That in turn made it easier to proceed with development.

— Were you also passionate about *Final Fantasy VII*, Mr. Endō?

Endō: Oh, of course. Back then, I enjoyed it purely from the standpoint of a player. I remember being shocked and thinking to myself, "Wow, video games have evolved so much!" After I got hired at my previous company, I was constantly working on action games, so *Final Fantasy VII Remake's* open recruitment seemed like the perfect chance to apply my skills to a game with strong action elements.

Hamaguchi: Using what we'd learned in the past, we made good progress right out of the gate with the command-based RPG aspects of the project, such as system design and general presentation. But we were

having trouble pinning down an action-oriented feel. It was right around that time that Endō applied for a position, and I knew we couldn't let him get away [laughs].

Endō: From the time my application was accepted until I actually joined the company, I played the remastered version of *Final Fantasy VII* nonstop on my PS4 at home. I was doing my own personal analysis of the strengths of the original game's battle system, thinking about which elements should be kept and which should be changed.

On expanding upon new ideas while preserving the essence of the original game

— *What did you place the most emphasis on when producing this game?*

Hamaguchi: We were careful not to end up with a game that does no more than borrow *Final Fantasy VII*'s world and setting, but to deliver a modern entertainment experience that incorporates fan-favorite parts from the original. Graphics and other visual aspects were considered fair game for individual staff members to modify as they saw fit; but it was our policy throughout development that the game retain the core essence of the original version. When adding new elements, we expanded on ideas and concepts already present in the original game.

Toriyama: That said, there were times the original version became a hindrance. Specifically, staff members with a strong attachment to *Final Fantasy VII* would often hold themselves back for fear of deviating too much from the original. When we created the original game, we obviously didn't feel bound in that way. We were passionate about creating a brand new *Final Fantasy* title, and so we dove in and embraced whatever seemed most interesting to us. We wanted to take that approach this time as well, so we made a special effort to liberate ourselves whenever we held back, remembering that it was okay to do the things we wanted to do.

— *The scenario for this game extends only up until the Midgar escape sequence of the original story. Did splitting up the narrative this way have any particular impact for you?*

Toriyama: By limiting the game's scope exclusively to Midgar, we were able to shift gears and dedicate all our energy to presenting Midgar with the latest technology. In terms of volume, I was confident from the beginning that, when factoring in the new in-depth expository chapters, the game would have enough content to constitute an entry in the *Final Fantasy* series.

Hamaguchi: I wasn't concerned about the amount of story content either, but when it came to the battle system, I had to consult with Endō about how much we should introduce in the first part. For instance, we'd talk about spells and say, "If we make it so Fire and Fira are usable but Firaga isn't, players might not be very satisfied, so how about we make everything up to Firaga usable and save Flare for the next parts?"

Endō: For the battle system, we made a general list of all the combat features we'd like to see included if we were playing a standalone game. Then, we compared those against the elements in the original *Final Fantasy VII*'s battle system and picked out which ones could be transferred over as-is and which ones might work with a bit of tweaking. Rather than considering how we might incorporate aspects of the original into the remake, we first identified what components were crucial to the remake and then picked out the corresponding elements from the original game.

Hamaguchi: Summons don't make an appearance in the Midgar portion of the original game, but we felt they were something players would expect in a *Final Fantasy* battle system, so we decided to include them early.

Endō: There's been some concern about how things will work out going forward after introducing summons that were supposed to appear in later parts, but I suppose we'll cross that bridge when we come to it [laughs]. In any case,

our number one concern was incorporating everything necessary for a standalone *Final Fantasy* experience.

On finding suitable ways to adapt elements of the original for a modern era

— *The market environment and social landscape are quite different compared to 23 years ago when the original game was released. This must have had some influence on how Remake's main scenario was constructed.*

Toriyama: As graphical technology has advanced, the way game characters express themselves and the events they experience have come to be more photo-realistic. As such, it's become increasingly necessary to consider the extent to which we should depict certain things, or whether we should present them at all. For instance, when it came to Avalanche, we were all pretty young back when we made the original version, and we didn't really stop to cross-examine whether it would be okay to have a mission where the characters blow up a mako reactor, even if it was to protect the life of the planet. But for the remake, with all the events that have transpired in the real world, and with the increased responsibility those things have left us as creators, we had to think critically and compromise on how to present things suitably in the modern context. One example would be the scene in Sector 8. In the original game, there are hardly any people around and Aerith is the only encounter we have, whereas this time there's a lot more going on. By depicting the considerable damage and suffering Mako Reactor 1's explosion caused in Sector 8, we aimed to make players question whether the act they committed was truly justified.

— *Is the added premise of Shinra secretly taking advantage of Avalanche's actions a part of this?*

Toriyama: Yes, it is. Although we couldn't change the basic way the story unfolds and prevent Barret's team from blowing up a mako reactor, we have softened the extremist impression players may get from Avalanche by having them be unwittingly radicalized for Shinra's purposes.

— *I'm assuming the events at the Honeybee Inn were also impacted by the changing times.*

Toriyama: That's right. With the age rating criteria being different than they once were, we decided early on in development that the overall progression of events in Wall Market, including the Honeybee Inn, would have to change significantly. But we resolved that if it was going to be changed, we should at least make it more entertaining than the original, so the Honeybee Inn became a dancing



Codirector: Game Design / Programming
真口直樹
Naoki Hamaguchi
Noteworthy Works: *Final Fantasy XII, Final Fantasy XIII, Final Fantasy XIII-2, Lightning Returns: Final Fantasy XIII, Mobius Final Fantasy*

A Secret About the Game Only I Know

The automatic weapon upgrade mode was originally something I had made for me when I was tweaking the game's balance and wanted to speed up playtesting. It proved so handy that we decided to implement it as a feature in the finished game.

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competition. The raunchier aspects of the Honeybee Inn that we knew players would be expecting were moved to the hand massage parlor.

Speaking of the hand massage parlor, did you have a tough time with the rating review?

Toriyama: The rating criteria vary from country to country, so it was pretty difficult getting all our ducks in a row so we could pass every one of them. But thanks to all the preemptive reviews we did early on in-house, I think we were able to present as much as we could get away with.

Hamaguchi: Since we were doing a simultaneous worldwide release with this game, it took a massive amount of time and effort to ensure that what we were showing would be inoffensive in all countries and cultures.

Toriyama: The most difficult part of the rating review was actually Jenova. Our sense was that there wouldn't be any problems because she isn't human, but the fact that she's headless and nearly nude became an issue. To get around that, we had to do stuff like attach a mechanical device to her neck and cover her body with cloth when she's being held by Sephiroth in the Shinra Building. Jenova is an iconic part of *Final Fantasy VII*'s unique world, so we really didn't want to alter her—but in the end we had to.

Hamaguchi: Depictions relating to human experimentation also got targeted during the rating review, so we had to make some minor adjustments there as well.

Toriyama: However, if we went so far as to change the premise that Shinra uses human experimentation to create SOLDIERS, the game would cease to be *Final Fantasy VII*, so we were firm about never changing that component of the story.

Hamaguchi: In the original game, Jenova leaves a bloody red trail as she makes her way through the Shinra Building, and I was really hoping to reproduce that in the remake. Unfortunately, deep red blood isn't allowed by the rating criteria for the age demographic we planned to target. Therefore, we changed it to a bubbling, purple lava-like substance. The idea was to introduce a sort of supernatural look while maintaining a sinister feel. That part was tough. It took five or six reviews before we could finally agree on something that toed the line just right. A whole lot of work went into analyzing how we could depict elements of the original version in a modern way, all the while being mindful of the game's rating.

— Despite all that, the scene where Scarlet kicks her feet up on the Shinra soldier who's down on all fours leaves quite a powerful impression.

Toriyama: We wanted to construct a scene that epitomized Scarlet's sadistic nature in one shot, so we had her use her

subordinate as an ottoman. Scarlet and the other Shinra executives have no qualms about committing acts that would be labeled workplace harassment in a modern setting [laughs]. The fact that such breaches of conduct are openly tolerated may be one of the downsides of Shinra's despotic structure. I think the Shinra soldier who serves as a footstool is soberly fulfilling his duties the way a loyal employee would serve their boss.

On the unusually high-quality graphics of the cat in Sector 7

— Was there any content from the original version that you couldn't manage to implement in the remake?

Hamaguchi: There were very few things we wanted to present that we had to outright abandon. Rather, I think we were able to reproduce that feeling of density Midgar had in the original while fleshing out certain awkward or unwieldy parts we didn't notice the first time around.

Toriyama: I personally was hoping we'd include that scene in the Beginner's Hall where Cloud hands out pointers like a hotshot [laughs].

— Is there any particular reason we can no longer go down into the Avalanche hideout in Seventh Heaven's basement?

Toriyama: The initial sense of distance between Cloud and Avalanche is greater in this game than in the original, and we've placed more emphasis on the events that unfold after they temporarily split up following the Mako Reactor 1 bombing. In light of all that, we decided not to depict Cloud's brash visit to the underground hideout.

— When Cloud enters the Honeybee Inn in the original, he says, "There's something here I need for crossdressing. I feel it in my bones." It seems this memorable line was also cut.

Toriyama: There were no voices in the original version, so we had quite a few lines meant to explain what was going on or what characters were thinking. This time, everything is voiced, so we had to go through all the lines and do some extensive rewriting.

— In the original game, Aerith and Tifa will sometimes be chosen when Corneo is picking out his bride, but this time, it looks like Cloud is always the one who's selected.

Hamaguchi: That's right. In a perfect world we would have kept things as they were in the original, but Wall Market was particularly elaborate in terms of graphics, and preparing separate event scenes for all three selection scenarios would have drastically increased our workload. Therefore, we decided it would be best to narrow it down so only Cloud gets chosen, and then focus our energy on the part right afterward where Tifa and Aerith do their own thing together.

— Conversely, something that wasn't in the original game but appears this time is the enka singer in Wall Market. [Note: The English localization features a blues singer instead.]

Hamaguchi: That's a character Toriyama wanted to include [laughs].

Toriyama: Ever since the original game, Wall Market has been this eccentric place that not only stands apart from Midgar but from the greater world of *Final Fantasy VII*. For that reason, I wanted there to be something that would really draw people's attention in this game as well. I found out that, just like in the original game, a karaoke set had been prepared for the Japanese-style bar. I thought, "Well, we've got to have someone singing a song," and I decided to go with an enka singer, which seemed like it would fit best. I was worried about whether [director and concept designer Tetsuya] Nomura would give it the go-ahead, but when I asked him, he agreed right away, and the whole thing went surprisingly smoothly.



A Secret About the Game Only I Know

The man who narrates the VR show in the Visual Entertainment Hall is actually voiced by the same actor responsible for the Shinra Middle Manager [Eiji Hanawa]. We never officially settled on whether it's the Shinra Middle Manager himself speaking in that scene, but that would be a fun little Easter egg if so.

Hamaguchi: I also had something I was determined to include no matter what.... During development, when we were creating the cutscenes where the cats appear, it happened that the polygon models didn't get produced in time, so we had these graphically rough cats. Now, I'm a devout cat lover [laughs], and I thought to myself, "We can't deliver cats like this to paying customers!" So I gave them a picture of my own cat and asked them to create it in the game. The staff in charge gave it their all and came up with an incredibly high-quality product. During the scene at Jessie's parents' house in the Sector 7 urban area, you can spot a really detailed American Shorthair among the three cats walking along the wall. That's my cat [laughs]

Toriyama: During development, there was a time where that cat would show up in various other places. In the scene after you return from Sector 7, it was part of the trio of cats Wedge holds in his arms, but Hamaguchi said, "Those three cats are siblings—they all have to look the same," so we were forced to replace it with a different one [laughs]

Hamaguchi: The quality was so high that all the staff working on cutscenes wanted to use it. Even with the scene in Wall Market where we see Aerith after she's changed into her dress, the person in charge asked me for permission to use it. But if we let it appear there then my cat would be popping up everywhere, so I put my foot down and said, "This cat lives in Sector 7. Please make sure not to use it anywhere else!" [laughs]

On enriching characters using voices and facial animations

— *In what ways has the use of voices and facial animations changed how characters are depicted compared to the original version?*

Toriyama: More so than in the original game, we were able to communicate nuances that couldn't be expressed with words. Because the voice cast were all such excellent performers, I think we were able to bring a greater sense of richness and realism to the game's characters. In particular, there's that scene at night in the Sector 7 slums where Tifa visits Cloud's room. The conversation they have is so raw and realistic it makes your heart race, doesn't it? After interacting with his comrades, Cloud has begun to remember his old self and treats Tifa with more tenderness. Between the music and the actors' performances, I think their emotions are powerfully conveyed in that scene.

— *Speaking of scenes with Cloud and Tifa, I was also struck by that one at the counter in Seventh Heaven where Cloud holds up his glass and says, "Beautiful."*

Toriyama: That's a scene where Cloud is trying to seem cool but can't quite pin the act down. I think the image most players have of Cloud is the mature version of him after the end of the original *Final Fantasy VII*, or the cool, aloof demeanor he has when he appears as a guest character in other titles. However, in the remake, we wanted to highlight the unvarnished parts of Cloud as he truly is. To that end, we aimed to portray a young man who knows how to be cool in theory but still falls short of pulling it off.

— *At the beginning of Chapter 14, there's a nighttime scene in the flower garden with either Aerith, Tifa, or Barret that feels reminiscent of the date sequence in the original game.*

Toriyama: The date sequence at the Gold Saucer in the original version is a defining part of *Final Fantasy VII*, so in order to offer a similar experience in this game, we included

an event that unfolds differently depending on how you've played the game up to that point.

Hamaguchi: Internally the developers referred to those as "resolution events." This time, it's mainly based around quest completion, which increases characters' favorability toward Cloud. This favorability level in turn determines which character's resolution event ends up taking place.

Toriyama: Even though it's not technically a date, we wanted to include content that fans could really look forward to. That's why you'll hear some pretty bold lines during the conversation with Aerith that may leave you wondering whether the whole thing is real or just a dream. During the conversation with Tifa, I had it written in the original script that Cloud would hold himself back just before giving Tifa a hug. But [story and scenario writer Kazushige] Nojima spoke up and told me, "He's young—he'd probably just go for it," so I changed it to a full embrace.

Hamaguchi: For the motion capture, we initially recorded the performance without the hug, but later reshot it to accommodate the change.

On battles that blend immersive action with ATB command input

— *The battles this time are much more action-oriented than they were in the original game. What were you trying to accomplish by taking this approach?*

Hamaguchi: In the original version, when you encountered an enemy in the field, the game would transition to a dedicated battle screen. However, our overarching goal with this title was to present a realistic version of Midgar, and if you can't move in real time on the same field both in and out of combat, then you'll lose that sense of immersion. At the same time, *Final Fantasy* battles are known for their heavy emphasis on tactical command selection, so we fused [those real-time action features] with a wait mode battle command setup to come up with the current battle system. By preserving the core ATB mechanics and integrating action elements, we aimed to achieve a battle system with the same features as the original's but a different feel.

Endō: The current battle system is the result of us searching for something that dialed up the action while still imparting the feel of the original game. Pure action games put a lot of



A Secret About the Game Only I Know

When creating actions for characters afflicted with the frog status, we wanted players to be able to interact with the enemy regardless of its position, so we prepared an attack where the character extends their tongue. However, after making all sorts of tweaks, the frog's tongue ended up sticking out as far as 25 meters...

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emphasis on honing players' skills and using split-second decisions to fight, which is hard to reconcile with *Final Fantasy*'s highly tactical battles. But having finally gotten the opportunity to work on a *Final Fantasy* game, I felt determined to take advantage of everything I'd learned over my career and somehow make this combination a reality. To that end, I routinely put together prototypes, testing carefully and frequently to make sure the system had that *Final Fantasy VII* feel but didn't veer too much into action-heavy territory.

— *Did you worry that pursuing an action-oriented strategy system would make the game feel too difficult?*

Endō: In order to raise the strategic stakes, there have to be different outcomes depending on whether a player follows through on a carefully constructed approach or mindlessly fights with no clear purpose. If you can clear the game just by doing the same thing over and over again, then there was never any strategy required. Therefore, this game is balanced in such a way that if you don't pay attention to which commands you perform at which times, you won't be able to defeat enemies comfortably, and the battles will become grueling. However, there are some players who may find this arrangement difficult, so for those people we've provided the easy and classic difficulties in the hope that they'll still be able to enjoy the game.

— *What kind of criteria did you use to decide which actions deplete the ATB gauge and which ones don't?*

Endō: I personally think of the square button's Attack command more as an action that builds the ATB gauge than a means of damaging the enemy. In other words, the idea is to build up the ATB gauge using Attack and then use those ATB bars to perform offensive or healing commands, just like in the original game. As such, spells, abilities, and items all require ATB bars to use. This promotes a sense of strategy where you have to consider whether you should use your built-up gauge for attacks or save it to heal yourself.

— *By the way, how did you go about balancing battles during development?*

Endō: After deciding what characteristics the enemy would have and how it would attack the player, the next thing we'd do was define how players could turn the tables and conquer that enemy. After that, we'd do the actual work of setting up the enemy's movements. However, because we were just trying to get the overall

concept across as quickly and efficiently as possible, there usually wouldn't be enough opportunities to get a leg up on the enemy. So from there, we'd ask for various people's input, identify which parts of the battle we should ease up on, and then make the necessary adjustments.

On Pedometer, the materia named with an eye for *Final Fantasy VII*'s unique style

— *In the original version, when materia reached their maximum level, they'd split apart and a new one would be added to your inventory. Could you tell us why this mechanic isn't in the game this time?*

Endō: That's because we wanted to be very precise about balancing the combat. If we had a system where the materia split, you'd be able to acquire as many powerful materia as you wanted, and the intended balance would fall apart. To ensure that didn't happen, we scrapped the splitting mechanic, which allowed us to limit how many of each materia could be obtained. Another reason for doing so was that despite the original *Final Fantasy VII* offering a high degree of character customization with materia, the whole party would usually end up with the same materia loadouts. In order to avoid this, we decided to cut down on the number of materia you can obtain and thereby highlight each character's unique qualities.

Toriyama: I think we've done a better job defining each character's personality in combat than we did in the original version.

Endō: We've given each one a defining set of characteristics, including their weapon abilities and the unique abilities accessed with the triangle button. I think these allow you to play the game while considering which materia will boost characters' strengths or make up for their weaknesses.

— *Why was an additional slot provided specifically for summon materia?*

Endō: By limiting each character to one summon they could call on, we hoped to promote an element of strategy in deciding which summon to give to which party member. Also, we knew early on in development that the battles where you can call on summons would be limited due to technical constraints, so we provided a dedicated slot so that players wouldn't have to worry about which materia to include in their loadout, or hassle themselves re-equipping materia

based on which enemy they were fighting

While we're on the subject, I have to ask about the Pedometer materia.

Toriyama: Since it's a special materia that transforms after a certain number of steps, we thought it would be boring to give such a gimmicky item a serious, straightforward name. It seemed better to name it something players would have fun with, so we went with Pedometer [lit. "Walking Mania"]. Some of the names for items and other things in the original version are actually quite goofy. There's been a tendency in recent works to give things stiff, serious-sounding names, so in order to impart a classic *Final Fantasy VII* feel, we tried to break away from that convention as much as possible.

On hoping to build the world of *Final Fantasy VII* by tackling new methods of presenting things in future installments

— *Those who've played the game are no doubt very excited for the next entry. Have you already started working on it?*

Hamaguchi: We're at the stage where we've begun forming a rough plan for how things will go.

Toriyama: Midgar, where the story is centered this time, was one of the locations I was in charge of when we made the original game, and the memories from those days are deeply ingrained in me. But past that there are a lot of parts it turns out I've forgotten about, so the first thing I'm doing is watching footage so I can go over them. I couldn't even remember how you got to Kalm after leaving Midgar [laughs].

— *I'm also curious about how you'll reproduce the original game's world map.*

Hamaguchi: That's another area we'll be looking into going forward. The overarching goal with *Final Fantasy VII Remake* was to let players experience Midgar, but next time we hope to create content where players can actually get a sense of

Final Fantasy VII's vast world. As far as presentation goes, I'd like to explore how we can deliver a dramatic story while also imparting a sense of the wider world.

— *Finally, I was hoping you could share your enthusiasm for the next installment.*

Endō: I was responsible only for the battle system this time, but as a personal goal, I'd like to be more closely involved with the next game as a whole and help pursue a new game design for the *Final Fantasy* series. I want to take on the challenge of designing a system that skillfully incorporates gameplay elements into a story-driven title.

Hamaguchi: With *Final Fantasy VII Remake*, we were able to present Midgar and its world using modern technology, and in a way I think fans will be happy with. However, if we take the same approach next time, we won't be able to generate the same sense of surprise and excitement. I'm sure it will prove challenging, but I'd like to integrate something different and present things using methods unlike those featured in the first installment.

Toriyama: Considering Midgar alone was enough to generate a whole game's worth of content, I'm a little worried about how we'll build out the massive world that comes afterward. That said, seeing how we were able to refine Midgar with cutting-edge technology has made me all the more excited to recreate the rest of *Final Fantasy VII's* world in the same way—or using entirely different techniques. What shape the game will take remains to be seen, but I hope players will look forward to it.

(Recorded on March 19th, 2020, at Square Enix)



Our overarching goal was to take the parts of *Final Fantasy VII* that fans love and reproduce them in the form of a modern entertainment.

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Final Fantasy VII Remake Development Staff Interviews, Part 2

Director and Concept Designer

Tetsuya
Nomura

×

Producer

Yoshinori
Kitase

×

Story and Scenario Writer

Kazushige
Nojima

We had three core development team members from both the original game and the remake share everything from secrets behind *Final Fantasy VII Remake's* birth to where the story's going next.

(Interviewer: Akira Yamashita)

On the project being launched
as the fifth entry in the compilation.

— Roughly when did the *Final Fantasy VII Remake* project begin?

Kitase: The project itself has actually existed for quite a long time.

Nomura: Back when we were developing the *Compilation of Final Fantasy VII*, it was launched as the fifth entry after *AC* [*Final Fantasy VII: Advent Children*], *BC* [*Before Crisis: Final Fantasy VII*], *CC* [*Crisis Core: Final Fantasy VII*], and *DC* [*Dig of Cerberus: Final Fantasy VII*], though only as a project plan. However, since I was the only person attached to the project, it quietly went dormant after I became busy with other work.

— What caused this dormant project to officially start up?

Kitase: When the *Final Fantasy* series reached its milestone 25th anniversary, I began thinking about *Final Fantasy's* future as well as my own. I wondered, "If we were to really get serious with a *Final Fantasy VII* remake and see it through to completion, when would we have to start so we could finish it in time?" That was what first got the ball rolling. Later, [Square Enix executive director Shinji] Hashimoto, Nomura, and I were discussing an

unrelated matter when we got to talking about starting work on a remake. Hashimoto had also been saying for some time that he'd like to recreate the original game with the graphics of *Final Fantasy VII: Advent Children*. So it was at that point we all reached an agreement and officially decided to produce the game.

— Initially you had production being handled out-of-house, correct?

Kitase: Naturally we also had in-house staff involved but because the teams with experience working on *Final Fantasy* were occupied with other projects, we had to start development with quite a large proportion of external staff. However, in order to ensure the quality people expect from a *Final Fantasy* game, we decided after all that it would be best to center the project around members with production experience. Therefore, we shifted to an organizational structure that emphasized in-house staff.

— When was it decided that the remake project would be developed as multiple titles, and that the first title would end after the escape from Midgar?

Nomura: That decision had already been made in the first stages of development. The premise of the remake project was to depict Midgar, a location one could argue encapsulates the whole world and flavor of *Final Fantasy VII*, with richness and density. However, we knew the first entry

Kitase: I think that clearly deciding to make the game in multiple parts—with the first one ending after Midgar—instead of packing the whole story into a single game is what allowed us to make the *Final Fantasy VII* remake project a reality.

Kilase: Of course, the main story still unfolds as it's written in Nojima's scenario. It's really only the more peripheral aspects that were modified to suit the game's implementation.

Nomura: We wanted to include a picture of Meteor to be used in the title logo during the trailer shown at E3, but at that time the trailer was produced, we still hadn't decided on a logo for the remade version. However, I already had this idea to make the Meteor symbol metallic so it would match the feel of the new title, so I went to the staff editing the trailer and told them about the general image I had, which they were able to make a design for right then and there. That ended up being used not only in the trailer but as the game's title logo. Incidentally, you'll see in the E3 trailer that the words "Final Fantasy" are never displayed, only the Meteor symbol and the word "Remake" appear. That's because I'd always wanted to use just the Meteor symbol when unveiling the remake of *Final Fantasy VII*. Back before the original game went on sale, our promotions producer at the time presented a box art proposal that included only the Meteor symbol. The idea was that people would understand the game was *Final Fantasy VII* from that alone, even without the title written out. Of course, the design didn't end up being adopted—but I hoped to resurrect the idea one day.



Codirector Hamaguchi came to me asking for help because he was shorthanded, so I took charge of the planning for Mako Reactor 5, the Shinra Building's presidential office and rooftop locations, and the end of the Midgar expressway. There was an additional scene on the rooftop where the President gets cornered by Sephiroth, but we had to cut the whole thing out to prioritize the game's pacing.

On wanting to dig deeper into characters to match their photorealism

— *What aspects were you especially particular about when producing the remake?*

Kitase: In the original game, we had this premise that people's day-to-day lives had been enriched thanks to mako. However, the slums beneath the plate left such a strong impression that the lives of the people living atop it in the City of Mako ended up being less than memorable. This time, we really wanted to make sure we depicted that side of things, so in the opening cinematic we included automobiles driving along the streets and children running around or riding bicycles. But then the cinematic transitions to darker scenes partway through, contrasting the bright side of mako energy with the darkness it's brought about. Also, during the game itself, we made a proactive effort to show locations on top of the plate, such as Jessie's parents' house.

Nomura: I personally wanted to retain as many elements from the original version as possible. With the battles, I wanted to inherit as much as we could of those critical components that made up the original game, such as the ATB system, materia, and limit breaks. But when it came down to it, that was really for the sake of longtime fans, and I knew we also needed to think about new players. In order to satisfy both those with prior knowledge and players picking up *Final Fantasy VII* for the first time, it was essential that we find a compromise that would make old fans feel seen even as we innovated by modernizing essential elements of the original. But it was hard to pinpoint the right balance with that kind of thing. Consider the character designs: with the original game being over 20 years old, it probably would have been more agreeable to today's audience if we'd gone ahead and drastically altered them—but can you imagine how odd it would be if we designed Cloud without spiky hair?

Nojima: With the technological upgrade from stylized graphics to more photorealistic ones, I've been making an effort to dig deeper into each character when writing scenarios. For example, the original game featured only a small number of houses that had been built in the slums, whereas this time there are many, giving players a strong sense that there are actual people residing in these neighborhoods. My goal was to convincingly depict the

residents going about their lives in those areas. Even with the members of Avalanche, I strove to paint a picture of each one's background, delving into their lives and trying to demonstrate why they've chosen to participate in such operations.

— *Establishing that Jessie used to be an actress at the Gold Saucer is a good example of that.*

Nojima: I wanted Jessie's speech and behavior to have a theatrical feel, so we incorporated episodes that revealed things like her past career and the current situation at her parents' house. Early in development, we had a number of episodes like that planned in the form of sub-scenarios.

Kitase: Around the middle of development, we decided to integrate as many of those sub-scenarios as we could into the main scenario, at which point they were all either assimilated into the game's story or else scrapped. If I remember correctly, we also had a sub-scenario concerning the Turks.

Nojima: Yeah, stories like "Meanwhile, with the Turks." or scenarios that featured characters from the *Compilation of Final Fantasy VII*. There was also an episode where Tifa has her landlady help her pick out the dress she wears when infiltrating Corneo's mansion.

Kitase: Up until the latter half of development, we had a chapter included that explored what Tifa does after Cloud falls into the Sector 5 slums and how she ends up boarding the chocobo carriage bound for Corneo's mansion. However, it ended up being cut due to scheduling constraints.

On presenting an "uncool Cloud" who tries his best to act mature and composed

— *Playing through the game, I found that Aerith's lines left quite an impression.*

Nojima: Aerith is a character of utmost importance in *Final Fantasy VII Remake*, so I took great care when it came to her dialogue. I wrote her lines on the assumption that each and every one of them holds great meaning for what's to come later down the line.

— *In particular, there's that line she says to Cloud when they're speaking in the flower garden during Chapter 14: "But whatever happens, you can't fall in love with me. Even if you think you have... it's not real." Those words seem quite pregnant with meaning for players who know what happens in the original game.*

Nojima: I actually got a lot of pushback on that line. Apparently it proved problematic among the other staff members because they thought it might make Aerith seem condescending and pretentious. Those who know what betrays Aerith later on will find the line really heart-wrenching, but those who don't will walk away with a totally different interpretation. I thought that gap in perceptions was very intriguing. Incidentally, during the event scene where Tifa appears in the flower garden, I was deliberate about presenting an "uncool Cloud." Even though he's roughly the same age as Tifa, he's been out of commission for the last five years, so he hasn't accumulated enough life experience to mentally and emotionally be considered an adult. In that scene, I wanted to somehow convey that despite having the mental maturity of a 16-year-old, Cloud is blurring his way into fitting in with a group of people mostly in their 20s. He takes a cue from Barret, whom he saw comforting Tifa with an adult sort of supportiveness after the Sector 7 plate fell, and tries to treat her the same way—only he kind of bungles it. That's the sort of awkward clumsiness I tried to portray in Cloud.



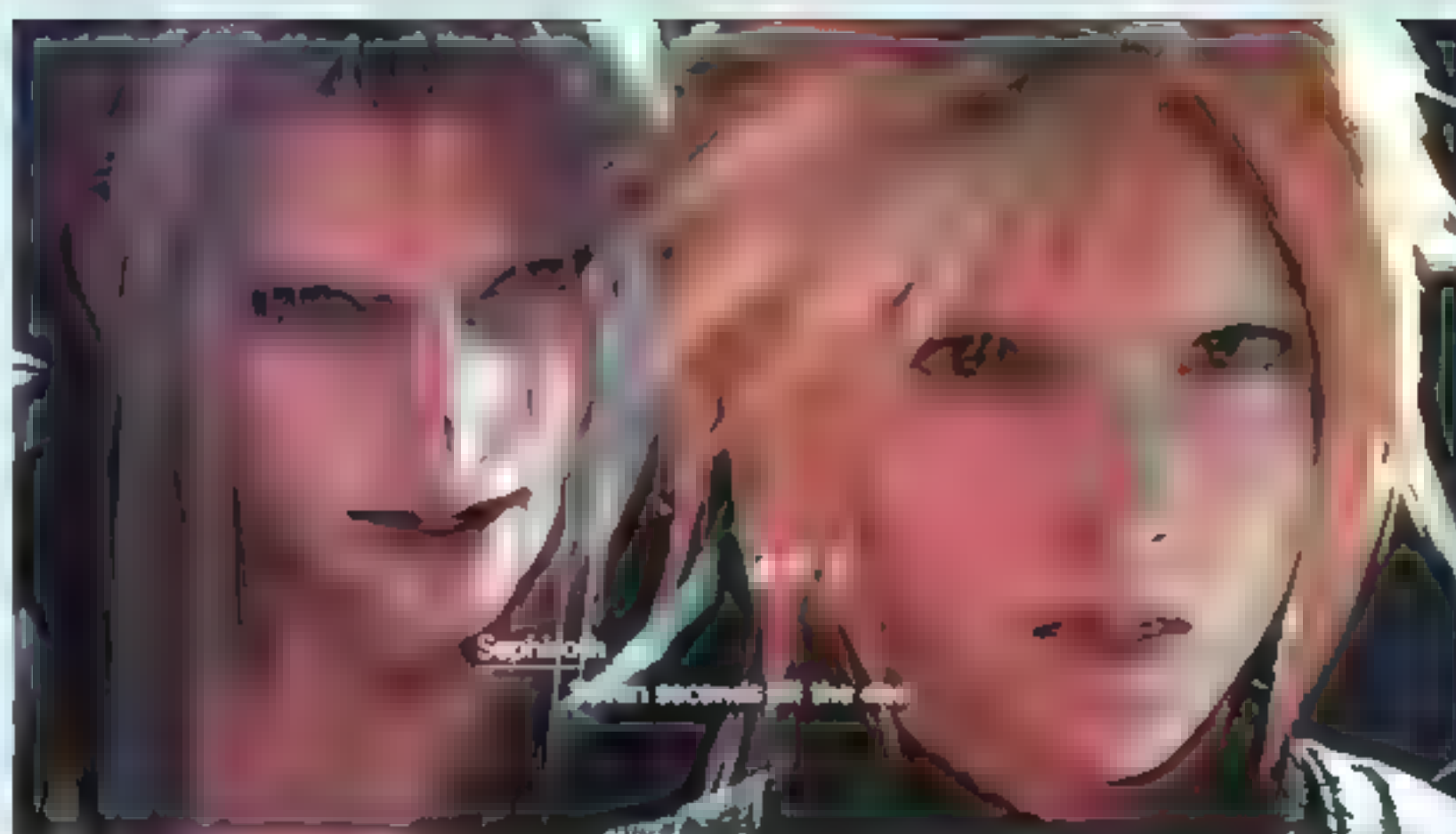
A Secret About the Game Only I Know

In the beginning, I considered modifying Cloud's hairstyle in this game slightly from the original. I had him wear a long-sleeved jacket and toned down the spikiness of his hair a bit, but his unique identity as Cloud faded away, and it became hard to recognize who he was. Therefore, I kept that design to myself and instead opted for one that was pretty much the same as the original game's.

Nomura: It was with a similar intention that we had Cloud's voice actor subtly alter his performance depending on the person Cloud is speaking to. When talking to Aerith, he overexerts himself and tries to act cool, while with Tifa he shows his true colors a little more, and with Jessie he seems kind of at a loss for what to say. Particularly when speaking to Aerith, we had him be overly self-conscious and awkward with his responses.

Nojima: Cloud just can't really keep the right distance with Aerith [laughs]. He tends to get frazzled when he interacts with Jessie, too, which she has fun teasing him about.

Nomura: Although, when we actually got to recording the voices, I was worried at first that Jessie might come off as nagging because of the unexpected frequency with which she teases Cloud. For that reason, we had her crack a joke each time she messed around with him so that players would find her more charming and attractive as a character. For instance, her "Psych!" catchphrase is actually something we decided on in the recording studio.



On how a great ruse was implemented into the remake's scenario

— *I thought this game's story would conform to the original's aside from some new supplementary episodes, but I was surprised to realize partway through that a grand bit of trickery was hiding beneath the surface.*

Nomura: You don't say [laughs].

Nojima: I'm sure you were left wondering what's going to happen next.

— *How did the scenario come to unfold the way it does?*

Nomura: When I asked Nojima if he'd write the scenario, I was clear about my demands up front. I said, "If we're going to remake *Final Fantasy VII*, I want it to be done like this." At that point, I was intent on making something more than just a remake. The battle system this time incorporates elements of the original game's ATB mechanics, yet it's also been reborn using a real-time approach. In a similar way, I wanted to make a story that players would feel is fundamentally *Final Fantasy VII* but also something new.

Nojima: For my part, I wanted to ensure the story centered around Cloud while also uniting the growing amount of content we'd established in the original game and the various entries in the *Compilation of Final Fantasy VII*. I also realized that every person who's played the original game has built their own different version of *Final Fantasy VII*'s world in their head, and that's something I wanted to honor as well. *Final Fantasy VII Remake*'s story is the result of those considerations. Aside from them, there weren't any other ideas I could come up with, so when I first showed the scenario to Nomura, I tried my best to explain things so he wouldn't shoot it down [laughs].

— *At key points during the story, there are "flashbacks" of scenes that are supposed to take place in the future.*

Nomura: We initially planned to include almost no foreshadowing like that while the player was in Midgar.

Nojima: We intended to hold back and have the storyline seem only a little different.

Nomura: That glimpse you get of Biggs during the ending cinematic is a remnant of that. We thought it would leave players with a slight sense that something was weird and out of place. However, our on-site staff kept adding these snippets of future events wherever they could [laughs]. Whenever I discovered one, I'd tell them, "No, we can't have these," and make them take it out, but they included so many that a handful ended up staying in.

Nojima: I think there were two or three that I'd written into the scenario.... I'm still not sure what happened with them in the end [laughs].

— *There are also drastically more scenes with Sephiroth than there were in the original game.*

Nojima: We weren't planning on having him appear so much at first—the idea was only to hint at his presence. But we changed our approach partway through and became more proactive with having him appear, after which the number of scenes he features in rapidly increased.

Nomura: Hamaguchi [codirector Naoki Hamaguchi] came up to me one day and said in a mysterious tone, "I'd like to talk to you about something." He asked me about



A Secret About the Game Only I Know

After the title was announced, every time I visited the offices at Square Enix, staff members I knew on the other teams would ask, "How's the development going over there?" I started getting paranoid that they were testing if I'd break my non-disclosure agreement [laughs].

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having there be a battle with Sephiroth in Midgar. In the original game, Sephiroth's true body is located elsewhere, so he didn't think I'd give in to the idea so easily. I think he even prepared materials to persuade me. But in the end I agreed readily [laughs].

On various pressing questions that go unanswered in the game

— *I'd like to ask some questions about the game's story that remain unanswered.*

Everyone: ...

Nomura: I'm afraid we can't answer much since there's still more content on the way.

— *In that case, please just respond as best you can. Starting with the opening cinematic, which is also depicted in the original game, what is Aerith looking at as she's crouching in the alleyway?*

Nomura: Back during the original version I think someone said she's keeping herself warm....

Kitase: I don't think that's it [laughs]. I think she's staring at the glow of the mako the way you gaze into the sparks of a bonfire.

— *Right after that, Aerith notices something and runs off. Why is that?*

Nojima: She senses the Whispers' presence and flees from them. Perhaps Aerith has had several rough encounters with the Whispers in the past.

— *Why does Aerith have this mysterious knowledge of future events and things she's never heard of before?*

Nomura: Why indeed.... You'll have to wait for future titles to get an answer to that.

— *When crossing the barrier at the end of the Midgar expressway, Aerith says, "This is the point of no return. Destiny's crossroads." What is she referring to in this line?*

Nojima: If Cloud and his party cross the barrier the Whispers have created, they'll pass beyond the Whispers' jurisdiction—that is, into a realm where destiny doesn't exist. As such, it represents a turning point past which they may or may not proceed.

— *What meaning is contained in the one-on-one conversation Cloud and Sephiroth have after the game's final battle?*

Nojima: I'd ask that you take their words at face value.

Incidentally, the lines Sephiroth says in that part were present in the scenario from the early stages of development, though we hadn't yet decided what scene to include them in.

— *In the ending cinematic, Zack ends up surviving, unlike in the original story. Why does this happen?*

Nomura: That's the number one highlight of the mystery we've contrived for this game's scenario [laughs].

Nojima: Loyal Little Stamp is also prominently displayed.

— *Only in that scene his appearance is different.*

Nojima: It is, is it? [laughs].

— *Was Loyal Little Stamp part of the game's premise from the beginning?*

Nojima: Yes, he was. When the remake's storyline was settled, we decided we should use Loyal Little Stamp as a symbol for it. In the world of this game, we've made Loyal Little Stamp a popular character everyone knows and that the members of Avalanche use to pass secret messages to one another.

Nomura: Which reminds me, I was the one in charge of the original design for the version of Loyal Little Stamp that Avalanche paints on all those walls. Ordinarily I wouldn't get into that kind of nitty gritty, but it seemed like he'd become somewhat of an important character, so I drew the reference image myself [see p. 731].

— *Is there any deeper meaning to the line Aerith mutters in the last moments of the ending cinematic—"The sky... I hate it"??*

Nomura: To Aerith, the sky symbolizes sorrow. Zack, a man she held very dear, as well as Ifalna, her mother, were both taken away into the sky. There's also the fact that the sky looking up from the slums is covered over by Shinra. Finally, it was the sky from which Jenova came and brought disaster to the Ancients. It's due to all these associations that Aerith says she hates the sky.

— *At the very end of the game, we're shown the sentence "The unknown journey will continue."*

Nomura: Initially there was a different sentence in place of it, but we ended up having to change it due to various circumstances. At that time, Kitase requested that I use words which would convey my thoughts and feelings about what lay beyond the ending. I wanted it to carry a bit of an implication, so I went with the sentence you see. I think it may cause some puzzlement and discomfort when you consider the meaning, but that's part of what we were going for.

*Note: This line is translated in the English localization as "I miss it. The steel sky."

On not wanting to deprive the next installments of anticipated elements from the original game

— *With this title I've become even more excited for the future of the remake project. Do you have any sense of how many installments there will be in total?*

Kitase: We have a general idea of what things will look like, but we haven't yet settled on anything concrete, so I can't give a definite statement.

— *There's a theory going around that it's going to be a trilogy....*

Kitase: I'm certain we've never shared a precise number, so I'm guessing that's just people making their own conjectures.

— *I'm also anxious to know when the next installment will be released.*

Nomura: That depends on how many installments we decide to make. If we divide the story into larger parts, they'll naturally take longer to release, whereas if we make them smaller, we might be able to release them with less delay.

Kitase: That said, if we want to maintain the quality and volume of content we achieved this time, it wouldn't be realistic to expect a release within, say, one year's time.

Nomura: Personally, I'd like to get them out quickly and then take it easy. I probably desire a quick release more than any fan does [laughs].

— *Based on how the story went this time, is there any possibility the next installment and those after it will play out in a significantly different way than the original game?*

Kitase: I've discussed this a lot with Nomura. We very much do not want to remove locations and scenes that fans of the original are expecting to make an appearance. Therefore, we're not planning to make what comes next entirely different from the original version. Please rest assured that *Final Fantasy VII* will continue to be *Final Fantasy VII* even in the remade version.

Nojima: I'm also approaching the scenario on the assumption that the story will essentially follow the flow of the original

game, with small changes to how things are presented and the events that take place. I'd personally like to include things like villages that first appeared in *Crisis Core: Final Fantasy VII*.

— *To wrap up, would you please share any messages you have for the fans who played Final Fantasy VII Remake?*

Nojima: I'm sure that while they enjoyed the game, there were parts that left them scratching their heads. I'd ask that players keep those questions in mind, as they'll definitely be answered in subsequent installments.

Nomura: Being a remake of a highly popular game from the past, this title attracted a lot of attention before its release, with many people voicing their concerns to us. However, the staff refused to be discouraged by this and poured all their energy into their work. Therefore, we'll be very pleased if people take a liking to it. With this game, we've achieved the monumental task of establishing a base for the whole remake. I hope players will look forward to what comes next. That said, I don't want it to be the case that people stop playing the original game in favor of the remake now that it's being released. The original version and the remade version go hand in hand. For that reason, I'd love it if fans who've finished *Final Fantasy VII Remake* would play the original *Final Fantasy VII* next.

Kitase: With this title, I believe we've been able to demonstrate the direction we intend to take in remaking *Final Fantasy VII*. Based on that, I'd like fans to build up their excitement in the meantime and try to imagine what awaits them in the next installments using the hints we've sprinkled throughout *Final Fantasy VII Remake*. Reactions and feedback also reach us online, so I hope to maintain those lines of communication and continue working with our fans in the future.

(Recorded on March 19th, 2020, at Square Enix)



I'd like fans to build up their excitement and try to imagine what awaits them in the next parts using the hints we've sprinkled throughout this one.

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FINAL FANTASY VII REMAKE ULTIMANIA

ファイナルファンタジーVII リメイク アルティマニア

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